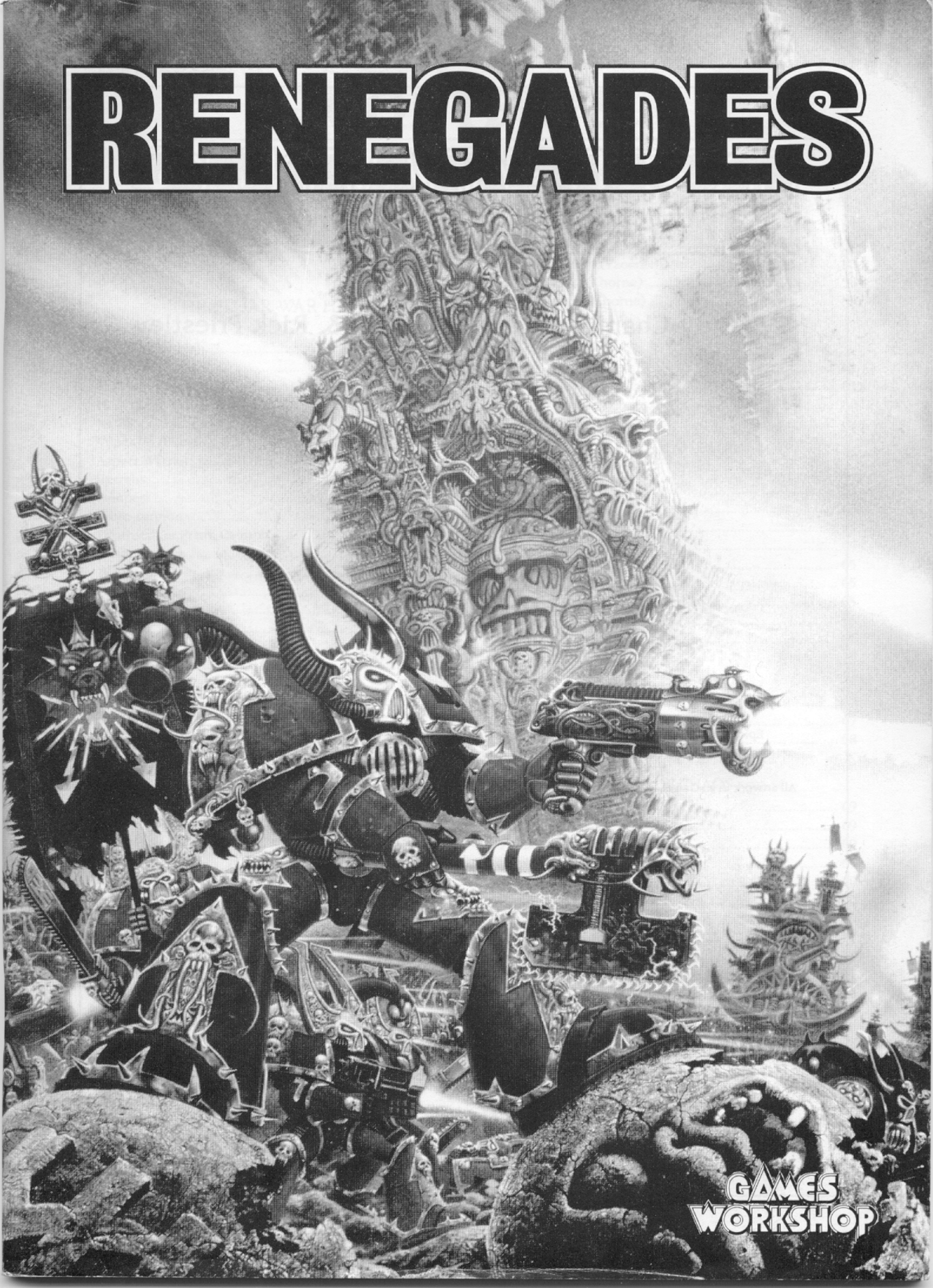
RENEGADES



GAMES WORKSHOP

RENEGADES

By Andy Chambers, Jervis Johnson & Rick Priestley

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RENEGADES

Renegades is a supplement for the Space Marine game. This rule book describes the forces of two ancient enemies – the Eldar and Chaos. Rules for Eldar and Chaos troops and fighting machines are covered by the book itself, while the accompanying epic army cards give you new formations. This box also contains a special dice, the *artillery* dice, which is used to work out the damage caused by the mighty Cannons of Khorne.

We would recommend that you read the book with the cards to hand, as it is useful to compare the formation sizes, break points, victory points and other card details with the game rules. This volume contains all the rules for every Citadel Eldar and Chaos model available at the time of going to press. As new models are being released all the time, we shall make sure new rules and army card information appear in White Dwarf magazine.

Most of the contents of this book are new, but the information about Eldar from the Space Marine rulebook has been repeated so that you have a complete reference work. As players who already own an Eldar force will recognise we have made a few corrections and clarifications to the Eldar rules as originally printed, including amendments to some of the points values and victory points. Some of these were simply errors, a few are changes we have made in respect of comments from Space Marine players or in the light of our own games at the Games Workshop studio. These changes have been included in the body of the text and on the cards, but we have also summarised them in the Eldar introductory section so that you can see what we have done.

ARTILLERY DICE

The new artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. It is used in conjunction with the scatter dice to determine the effects of Cannon of Khorne attacks as described in the rules. The artillery dice may also be used by Warhammer Fantasy Battle players to determine the effects of cannon fire.

You can mix the new cards in this supplement with the original Eldar cards, although some of the original cards require amendment as described later. You may wish to use coloured markers or felt-tip pens to colour code the original army cards so that they match your new set.

The Chaos game rules and cards are wholly new and describe the many and varied daemonic forces that inhabit the Eye of Terror including the Greater Daemons of the Chaos Gods Khorne, Slaanesh, Nurgle and Tzeentch, their daemonic followers, mortal Champions of Chaos, and Warbands of creatures such as Trolls, Beastmen, and Chaos Cultists. We have also prepared cards for four Chaos Space Marine Legions and their Daemon Primarchs. All the current data sheets for Eldar and Chaos are printed on the back page of this volume. You may either cut this page carefully from this rule book to provide a useful playsheet, or you can photocopy or copy them for yourself if you prefer.

We would like to thank all the Space Marine players who have written to us about the game suggesting new rules and ideas, or seeking clarification about existing published material. We are very pleased indeed to receive your letters, but please remember if you require a reply you must phrase any questions so that they can be answered with a simple yes or no, or an appropriate number, where possible. We will send back your questions with the answers marked on. We get so many queries that we can only reply to those that include a stamped self-addressed envelope, so you must remember to include one if you want a reply. We do our best to answer queries as quickly as possible, and usually get them dealt with them within a few days if they are short and concise.

One question we're frequently asked is whether the epic army cards supplied with Space Marine game are supposed to limit the number of each type of troop formation available. The epic army cards supplied by us are not intended to fix the maximum number of each formation you can have in your army except in a very few cases, which are clearly noted in the rule. You can only have one Avatar in an Eldar army, for example. This is true of all the cards in Space Marine and any supplements. You can copy the cards to make extra ones if you wish or swap them with friends to get more. We have provided as many cards as possible within the limits of the printing process. There are enough cards in *Renegades* to keep all but the most dedicated Space Marine player busy assembling new formations for quite a time. Naturally, no matter how many cards we provide there will always be players who want even bigger armies!

JOHN BLANCHE

THE ELDAR

The Eldar are one of the oldest and strangest races in the galaxy. Long before mankind's first stumbling steps into space, the Eldar had spread through the galaxy. Their glittering civilisation encompassed tens of thousands of worlds, planets so beautiful and full of wonder that their names alone conjure the paradise that was the Eldar Empire: Croesus, Mymeara, Iydris, and Eldorado the Golden. Eldar spacecraft plied the seas of warp space, seeding unliving worlds with life-generating bacteria. World after world blossomed for the Eldar to inhabit. Millennia later, nothing remains of those planets but their memory. The few surviving Eldar are fugitives living aboard lonely city-sized spacecraft drifting through space.

The downfall of this great people was brought about by the great Gods of Chaos – the immortal daemons that live in warp space and feed upon strong emotions of mortal creatures, such as greed, ambition and desire. The Eldar had already encountered these daemons in their travels through warp space, but thought themselves too strong-willed and technically advanced to be endangered. In this they were quite wrong; their pride deluded them. This arrogance ultimately led to their doom, for there are daemons which feed upon the souls of the proud and over confident. Bit by bit these daemons grew in strength and number and were drawn into the minds of the Eldar. At first individuals became possessed, then whole families, cities, and eventually worlds until the whole civilisation was plunged into anarchy and madness. At the final hour Slaanesh, Lord of Pleasure and youngest of the four Great Gods of Chaos, gorged himself upon the fallen souls of the Eldar race. The Eldar were gone, and the daemons nurtured by their ambition slipped back into the warp.

Some Eldar did manage to survive the catastrophe. Certain far-sighted individuals were aware of what was happening and made preparations to escape their dying worlds in huge city-sized spacecraft. These arks fled into deep space, taking with them the few who remained untainted by Chaos. Most of these Craftworlds, as they are called, avoided the nightmare destruction that followed. In this way a fraction of Eldar civilisation was preserved, but it was only a pale shadow compared to the glories of the past. Though the Craftworlds have managed to settle a few worlds since that time, they are still too few to rebuild their race. Even if they could do so the Great Enemy Slaanesh still waits in the warp to consume their souls. This is the dark secret history of the Eldar.

Since the time of their Fall the Eldar have dedicated themselves to the battle against Chaos, in the hope that one day, far in the future, they may be able to rid themselves of the doom of Slaanesh. The Craftworlds are connected to each other by warp-space tunnels, so that Eldar can move from one to another instantly. Over the centuries some Craftworlds have been lost, some disappearing without trace, others overrun by the forces of Chaos or destroyed by material foes such as Orks, but most of them remain intact.

The most mysterious Eldar vessel of all is the spacecraft known only as The Black Library, the complete repository of information which the Eldar have learned about Chaos. Within its psychically locked rooms and mystically protected shelves there are living Grimoires of Magic, Black Tomes of Daemon Summoning, records of countless Chaos Cults, and many thousands of dark and secret volumes of malignant power. To safeguard its precious contents, the physical location of the Black Library is known to no-one, and access to it can only be gained through triple-guarded secret warp-tunnel access points. Only Eldar Harlequins and certain favoured agents of the Imperial Inquisition are allowed access to the Black Library because the information it contains is too dangerous for unprepared minds to contemplate.

THE ELDAR ARMIES

Compared to that of a human, the life of every Eldar is closely structured. As Eldar reach maturity they choose a profession or way of life which they devote themselves to absolutely, perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. This process is called the Eldar Path. The Eldar Path affects the whole structure of Eldar society including its armed forces.

Craftworld societies are led by Eldar whose current development is the Way of the Warlock, a stage in which the Eldar devotes his life to developing his psychic nature. There are many kinds of Warlock. Some are powerful battle-mages able to mould thunderbolts of pure power and send them hurling against their foes. Others are able to predict the future and manipulate it to some degree by means of the Eldar Runes. These Eldar are very important to the Craftworld: they are its leaders and protectors, and they guide the Craftworld through space. In battle the Warlocks coordinate the Eldar battleplan, using runic predictions to determine the best tactics.

The most valuable of the Craftworld's fighters are its Aspect Warriors. These are Eldar who are currently pursuing the Way of Warrior on the Eldar Path. There are different kinds of Aspect Warrior, each specialising in a particular kind of warfare and way of fighting. Aspect Warriors can sometimes become trapped, unable to continue the Eldar Path and doomed to spend the rest of their lives as warriors. These individuals are called Exarchs, and they are the most powerful fighters of all.

Other Eldar fight as Guardians - they are not pursuing the Way of the Warrior, but in times of need they are ready and able to fight for their Craftworld. Guardians fight in Grav-tanks and operate machinery of war in addition to fighting as infantry, so they are a vital part of the Eldar force.

All the Eldar are aware that Slaanesh waits for them in the warp, and that the Great Lord of Pleasure will take what opportunity he can to destroy them. When an Eldar dies his soul is cast into the warp where it is hunted down by the daemons of Slaanesh and torn apart. To avoid this horrible fate, every Eldar wears a gem around his neck called a Waystone. Should the Eldar die the Waystone will catch his soul, preventing it from being drawn into the warp and consumed by Slaanesh. The Waystone can be implanted into the superstructure of the Craftworld itself, where the soul can reside with the souls of all the other Eldar dead. An Eldar Waystone can also be placed inside a Titan, or Wraithguard, so that it can live again in material form. These Wraithguard form a further part of the Craftworld's fighting forces.

CRAFTWORLDS

Even the Eldar don't really know how many Craft-Worlds survived the final holocaust. Some were caught in time-vortices as they fled the destruction of their worlds and cast into the depths of time, others were hunted down by Slaanesh and destroyed, a few were set upon by mortal enemies. There are many small Craftworlds which remain obscure, including some whose populations have declined to a level no longer sufficient to survive. These very small Craftworlds are doomed to extinction. The largest and most well known Craftworlds are Alaitoc, Iyanden, Beil-Tan, and Saim-Hann.

Each Craftworld is an independent Eldar nation, but they are all interconnected by tunnels through the warp, so it is common for one Craftworld to send reinforcements to help another. It has been known for one Craftworld to fight against another, although such occasions are rare amongst the Eldar. Sometimes the Eldar will fight alongside humans, especially if their enemy is Chaos, but there is no recognised alliance between the two races. Rather it is that they both have common goals and little to gain by fighting each other. Sometimes humans will settle worlds which the Eldar consider their own, in which case a brief war usually settles the matter one way or the other.

CHOOSING AN ELDAR FORCE

You can choose an Eldar force which represents either or any of the four Craftworlds described in this volume, or you can invent one or more of your own if you prefer. Craftworld forces do not differ much, the most obvious difference between them being the colour of their uniforms and vehicles. Even these are not strictly controlled, so it is possible to get a good mix of colour in your army.

You can use the cards in this box together with the original cards from Space Marine to form your Eldar force. Begin by choosing a number of company cards which are called Hosts. *Renegades* includes a number of new Hosts as well as more of the original Host cards from the Space Marine game.

For every Host in your force you may include up to 5 support cards and 1 special card, exactly as described in the Space Marine rule book. Although your Eldar army can include troops from several Craftworlds if you wish, a Host from a specific Craftworld only entitles you to support and special cards from that Craftworld. This is not a very significant restriction, but it does gives the force a degree of visual organisation. Note that Eldar do not have conventional command units, they have Warlocks instead. These are represented by special cards, so the number of Warlocks available to your force will be strictly limited.

In addition to the Host cards, support cards, and special cards, the Eldar army is entitled to 2 *free* cards. One of these is always the Avatar. If your Eldar force includes Eldar from several Craftworlds then the Avatar is assumed to be from the Craftworld represented by the most Host cards.

There are five other free cards: the Iyanden Ghost Warriors, the Biel-tan Dire Avengers, the Saim-hann Wild Riders, the Black Guardians of Ulthwe and the Alaitoc Scouts. You automatically receive the free card which corresponds to the most numerous Craftworld force in your army (the greatest number of Host cards). For example, if you have more Alaitoc Host cards than any other Craftworld, then you automatically receive the Alaitoc Scouts. If your Craftworld is one you have invented yourself then you can either choose an existing free card or invent one of your own. The different free cards reflect the cultural preferences and other differences between the Craftworlds. Iyanden for example has more Ghost Warriors because its population is slowly declining, and it must therefore rely upon its Wraithguard far more than other Craftworlds.

CHOOSING A MIXED FORCE

Your Eldar army does not have to consist wholly of Eldar, it can contain Imperial forces too if you wish. This is a very useful way of building up an army, or of combining several different forces together for a really big game. This kind of cooperation is not uncommon between the Imperium and Eldar, as they share a number of very powerful enemies, not least the hellish forces of Chaos. However, the Eldar are only prepared to cooperate in a limited way, as they do not entirely trust humans.

To represent this cooperation your Eldar army may include Imperial forces chosen from the relevant Imperial cards, for example Guard, Space Marines and Squats. The total value of these Imperial forces may not exceed 50% of the total value of the army. Each Imperial contingent (eg Space Marines) must be chosen as a separate force – so Space Marine company cards can only provide Space Marine support cards, Guard Companies provide Guard support cards and so on. You cannot use Eldar Hosts to give you Space Marine support units, for example.

CORRECTIONS

We have decided to make a few corrections to some of the Eldar epic cards in the Space Marine game. The values in Renegade are corrected values, and you can go back and alter the original cards if you wish. We have also taken the opportunity to re-explain and slightly clarify some other rules, so we recommend you read the descriptions carefully. So you'll know what to look out for, there is a summary of the changes below.

WARLOCKS. Victory points have been reduced from 2 to 1. The victory point is awarded when the Warlock stand is destroyed. We have also clarified the rules for psychic attacks.

TEMPEST SQUADRON. The points value of 300 on the original card is incorrect. The actual points value of a Tempest squadron is 500.

DIRE AVENGER ASPECT WARRIORS. We have added in the 'extra shot' rule to make the Dire Avengers better warriors – see text for details.

STRIKING SCORPION ASPECT WARRIORS. We found that Striking Scorpions were simply too good against Titans and vehicles. In reality, they are close combat specialists, and their mandiblaster weaponry is designed to kill enemy troops. We have therefore reduced their effectiveness against armoured targets. Their points value is increased from 100 to 150, and victory points rise from 1 to 2.

DARK REAPERS. Victory points for Dark Reapers should be 3, not 1.

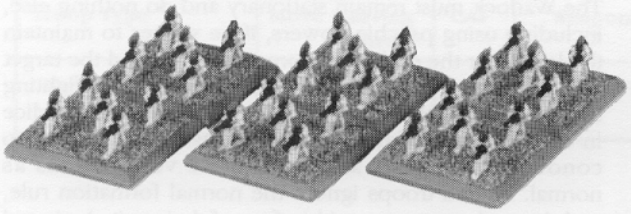
HOWLING BANSHEES. Note the rule change to reduce their effectiveness against armoured targets. They have a victory point value of 2, not 1 as on the original card.

GUARDIANS

Guardians carry lasguns and shuriken catapults – a special Eldar weapon which fires razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, Ulthwe and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of 6 Eldar troop stands plus 3 Falcon Grav-tanks. The Falcons can each carry 2 troop stands into battle, just like Space Marines' Rhinos. Eldar Hosts differ from Space Marine Companies and Ork Clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock special cards. Guardians sometimes fight in 'Defender' Hosts without Grav-tanks. As these Guardians enter battle on foot they generally fulfill a more defensive role than the Guardian Warhosts.



Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.

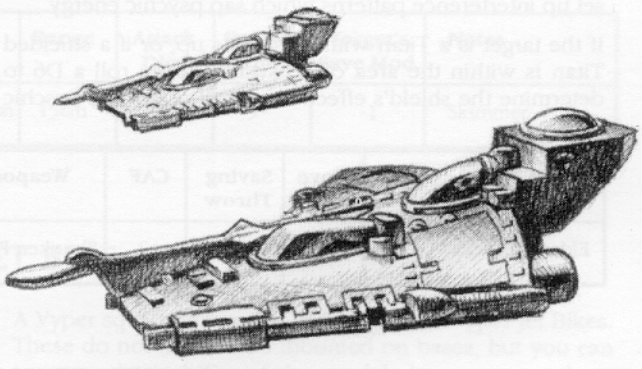
Ulthwe Craftworld Guardians wear black uniforms with red helmets. Their symbol shows an eye.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry 2 stands, and some detachments of Eldar Guardians include 3 Falcons as transports. Falcons also operate as independent squadrons in Falcon Hosts, moving to offer their support wherever it is needed on the battlefield.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

WARLOCKS

Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. Warlocks are masters of runic prediction. By casting the special Eldar Runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlock to accurately foretell the most successful course of action for his troops, giving them the best chance of winning. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

A Warlock stand is made up of 5 Eldar Warlock models representing a small group of Warlocks. No special Warlock model is provided with the Space Marine boxed game, but you can represent the Warlock stand by painting the models in different colours to your Guardians and fixing a banner pole to the base. You can also make a special banner for the pole and use an Eldar rune to indicate that the stand represents Warlocks. The Warlocks have their own transport in the form of a Falcon Grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.

The Warlocks' psychic powers enable the stand to make one psychic attack in the combat phase. This is a separate combat attack, so the Warlocks can shoot as normal and make one psychic attacks. These attacks are treated as if they were weapons, so the Warlocks must to be able to see the target to use the attack. The psychic attacks can be used against Titans or other targets protected by shields, but the effect will be considerably reduced as the shields set up interference patterns which sap psychic energy.

If the target is a Titan with its shields up, or if a shielded Titan is within the area of a psychic storm, roll a D6 to determine the shield's effect. On a roll of 1-3 the pyschic effect is dispersed by the shield and nothing happens. On a 4-6 the shields are penetrated and fail to stop the attack. The shields themselves are not destroyed as a result of a successful psychic attack.

MIND BLAST. The Warlocks project a mind-shredding blast of psychic energy. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed against a Mind Blast. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

PSYCHIC LOCK. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the turn. The Warlock must remain stationary and do nothing else, including using psychic powers, if he wishes to maintain the lock after the end of the turn. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back so it doesn't roll any dice in close combat. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal formation rule, and do not have to stay within 6cm of their unit. A pinned model can break free of the lock if it can roll a 4, 5 or 6 on a D6 during the end phase.

ELDRITCH STORM. The Warlocks conjure a storm of psychic energy which sends troops flying and creates an imprenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.

The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Warlocks	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Psychic powers

ANTI-GRAV LASCANNON

Guardian Squads carry few heavy or specialised weapons. Instead these are carried by separate detachments equipped with lascannons mounted on anti-gravity platforms. Each weapon has a crew of two Eldar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Anti-grav Lascannon	10cm	None	-3	Lascannon	75cm	1	4+	-2	

HARLEQUINS

Amongst the strangest of all Eldar are the followers of the Great Harlequin: the last living god of the Eldar and eternal opponent of Chaos. The Harlequins have a particular hatred of the Chaos God Slaanesh, Lord of Pleasure and Bane of the Eldar. The Harlequins roam from one Craftworld to another to perform the ancient dance portraying the great decimation of the Eldar race by Slaanesh, the fall of Khaine into the material universe, and the endless struggle of the Great Harlequin against Chaos. The Harlequins are warriors of considerable power and can be found in the armies of all Craftworlds, especially fighting their great enemies the forces of Chaos.

Harlequins fight in a single formation called a Harlequin Troupe, which consists of 4 Eldar troop stands. A special Harlequin model is included in the Eldar War Host miniature set, though you can also use other Eldar models to represent them if you wish. As the Harlequins wear all sorts of different clothes it is quite appropriate to mix a few Guardians or the odd spare Aspect Warrior onto the bases. Eldar Harlequins wear colourful patterned clothing and each one wears a slightly different costume. For example, some Harlequins wear quartered clothing with one arm and the opposite leg in one colour, such as blue, and the remaining arm and leg in a contrasting colour, such as red.

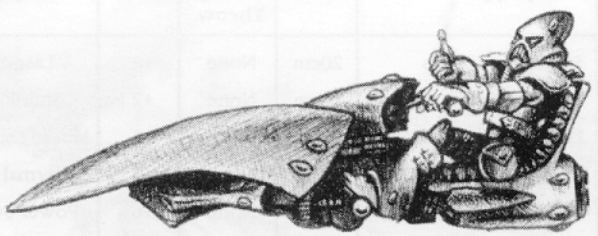
Harlequins check morale like normal troops, unless they are fighting a Chaos force, in which case they need never check morale. Harlequins are ferocious hand-to-hand fighters, the more so because the Great Harlequin watches over them and gives them extra power when they most need it. In close combat each Harlequin stand rolls 2D6 and adds its close assault factor of +6 just like other troops. However, if a Harlequin stand loses a combat the player may re-roll the 2D6 score. This represents the watchful spirit of the Great Harlequin directing extra power to his loyal followers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Harlequin	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Reroll close combat defeat

JET BIKES

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them over the ground surface and can be used to carry them into the air above the maelstrom of battle.

A Jet Bike squadron consists of 5 stands, each with two bikes on it. Bikes are likely to be painted in the dominant colours of the Eldar Craftworld they come from. Jet Bikes can make special 'pop up' attacks as described in the rules for Skimmers and this, together with their high speed, makes them a potent striking force.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Jet Bike	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer

VYPER JET BIKE

The Vyper Jet Bike is larger and heavier than the standard Jet Bike and has an additional crewman as well as a more substantial longer-ranged armament. It is employed alongside the lighter Jet Bikes to provide heavy support.

A Vyper squadron consists of 5 individual Vyper Jet Bikes. These do not need to be mounted on bases, but you can increase the stability of the models by mounting them onto either an ordinary troop stand base or a small washer, coin, or something similar.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Vyper Jet Bike	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer

ASPECT WARRIORS

The Aspect Warriors embody different aspects of Khaine the bloody-handed war god of the Eldar. For example, the Swooping Hawks represent speed and mobility, the Dark Reapers have long range power, the Howling Banshees are fanatical close combat fighters, and so on.

Dire Avengers are equipped with shuriken catapults and are the most tactically useful of all the Aspects. The Dire Avengers' great discipline and accuracy are legendary. Their great training means that they can roll for an extra hit for each model or troop stand they destroy when they fire. This special ability represents their ability to lay down a withering hail of deadly shuriken fire.

Striking Scorpions are expert hand-to-hand fighters. They wear powerful armour and their helmets are fitted with piercing laser 'jaws' called mandi-blasters. This allows the Striking Scorpions to roll an extra D6 in close combat against enemy troop stands – 3D6 instead of 2D6. Vehicles and Titans are too tough to be affected by the Scorpions' mandiblasters so Striking Scorpions in close combat with Titans or vehicles roll one *less* dice in close combat - 1D6 instead of 2D6.

Dark Reapers carry long range missile launchers and wear heavy armour. They are slow but very powerful, and can be deployed to eliminate enemy armour from a distance.

Fire Dragons are armed with highly effective thermal weapons which can melt away armour and turn flesh to boiling liquid. They have only a short effective range but this is made up for by the devastation they cause.

Swooping Hawks use anti-gravity motors to glide over the battlefield, and the vanes of these motors are made to look like graceful wings. Because of their wings Swooping Hawks can move much faster than other Aspect Warriors but as a result their armour and weapons are relatively light.

Howling Banshees are fanatical close combat fighters whose piercing psychic scream paralyses the enemy as they charge into combat. This makes the Howling Banshees amongst the most deadly of all close quarter fighting troops. The psychic scream is worked out for each Howling Banshee stand engaged in close combat before hand-to-hand combat is calculated. Roll a D6 for each Howling Banshee stand. On the roll of a 5 or 6 the Howling Banshees win that round of close combat against one of their opponents regardless of their CAF. If the psychic scream doesn't work then close combat is worked out as normal. Note that the psychic scream isn't effective against enemies who have a saving throw, as they are considered sufficiently well insulated by their armour to avoid its effects.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	None	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	–	–	–	Psychic Scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	–	–	–	Roll 3D6 in close combat.

EXARCHS

If an Aspect Warrior remains at war for too long he may become trapped on the Path of the Warrior, breaking the normal cycle of Eldar life. Such Eldar are known as Exarchs, and remain warriors for the rest of their life.

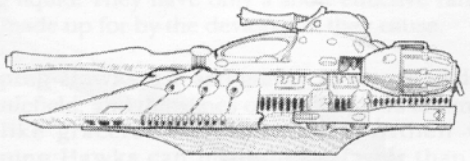
Exarchs wear the ancient wargear from the shrine of the war god Khaine. This armour is far tougher than normal armour and their weapons are ancient artefacts with awesome power. The Exarch's abilities represent all the powers of the Aspect Warriors rolled into one super-warrior. The Exarch's mind is so enwrapped in the battle-rage of Khaine the bloody-handed god of war that he is virtually uncontrollable in battle.

Exarchs fight together in small independent command units. As command units they are immune to the effects of morale and do not need to be given orders. They always count as being on charge orders for moving and first fire orders for shooting (though they may **not** fire if they move into close combat). Unlike Warlocks they have no ability to order or control other models, as once they are committed to battle they become blood-crazed slayers. Although each Exarch's powers are actually quite unique they are represented in the game by stands whose game profiles combine the various attributes of the different Aspect Warriors.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Exarch	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	

TEMPEST

The Tempest is a large, superbly armoured and well-armed fighting machine. Like other Eldar vehicles it is powered by an anti-gravity motor which enables it to glide or skim over the ground surface and it can make 'pop-up' attacks as described in the rules for Skimmers. The Tempest is armed with an extremely potent double-barrelled Tempest laser cannon which is easily capable of destroying the most heavily armoured opponent. A turret-mounted shuriken cannon and several twin-mouted shuriken catapults on the hull provide protection against attacking infantry.



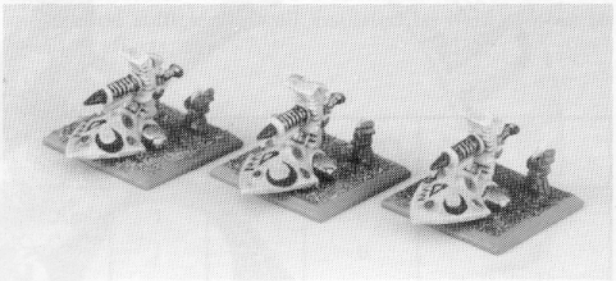
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Tempest	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	

VIBRO-CANNON

The Vibro-cannon is mounted on its own anti-gravity platform and has a crew of two Eldar. It is a unique and unusual weapon. Forces generated inside the mechanism cause solid objects in front of the cannon to resonate. Vehicles shake and become unstable, troops are flung to the ground quivering uncontrollably, and even the ground itself is ripped apart as if by an invisible plough.

When you shoot a Vibro-cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a gigantic, invisible plough had driven a furrow through the ground. Any building along this line is destroyed unless it can roll its basic saving throw. Roll a D6 for any troop stand or vehicle that lies along the line, and on the roll of a 6 the vehicle or troop stand is so badly shaken that it is hit. The nominated target is hit on the D6 roll of a 5 or 6.

A model hit by the Vibro-cannon must make its armour saving roll if it has one, otherwise it is removed just as if it had been hit by a conventional weapon. Titans which have been hit by a Vibro-cannon work out damage to their legs. The Vibro-cannon transmits its shock wave along the ground so only the bottom part of the Titan's legs can be affected (if it has been knocked over then players may randomly select which area is hit in some mutually acceptable manner). For this reason the Titan's saving throw is always that for the lowest leg area.



If the Titan fails its save work out damage to the Titan using the leg location damage chart as normal. Note that the Vibro-cannon passes straight through Titan shields without damaging them in any way.

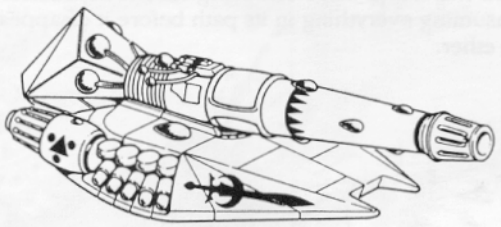
A single Vibro-cannon will be lucky to cause much damage because it has only a relatively low chance of causing sufficient resonance to inflict a hit. However, if the beams of two Vibro-cannons should cross the resulting discordance becomes far more severe – shaking the earth apart, tumbling over buildings, and ripping apart enemy troops. Where two or more beams fired by Vibro-cannon from the same battery cross any model or building is hit automatically and any armour saving throw is reduced by -1 for every Vibro-cannon firing. This means that if three beams cross saves are worked out with a -3 penalty. This is a particularly effective way of taking out Titans, as not only does the Vibro-cannon bypass any shield but it also reduces the Titan's massive saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Vibro-cannon	10cm	None	-3	Vibro-cannon	75cm	Special Rules		–	Target hit on 5+. Intervening models on 6+.

DEATHSTALKER PRISM CANNON

The Eldar are a highly advanced race whose technology often baffles and astounds human observers, and the Deathstalker with its warp-powered Prism Cannon is a typical example of this.

The Prism Cannon uses a specially shaped crystal to contain a warp energy field. A shot from the cannon unleashes the energy of the warp, creating a pinpoint beam of darkness that can pierce the toughest armour and slice through buildings and troopers with ease. The crystal at the rear of the weapon has the ability to trap and focus the beam from another Prism Cannon, increasing its own power considerably. Several Deathstalkers can exploit this by forming a chain, each Prism Cannon firing at its neighbour, combining their energy into a single powerful final burst. This has a further advantage in that only one Deathstalker need expose itself directly to enemy fire.



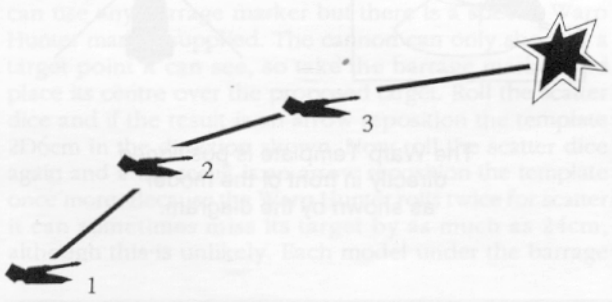
To fire a single Deathstalker at an enemy target proceed as normal. The range, score required to hit, and other details are given on the data exactly as with any other weapon.

If you wish to use a Deathstalker to boost another Deathstalker's fire then roll to hit at the second cannon just as if it were an enemy target. This second Deathstalker may fire at a third cannon, and if it hits then both its own hit and that of the first cannon are transferred to the third. There is no limit to the number of Deathstalkers that can combine their fire in this way. It is also possible for several Deathstalkers to transfer their fire directly to a single cannon without firing through each other.

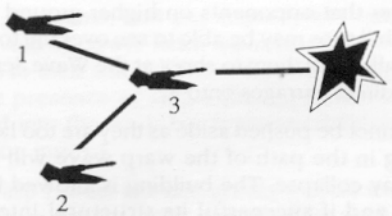
When a Deathstalker fires and hits an enemy it causes 1 hit **plus** all the hits transferred to it, and the target must take a separate saving throw against each hit. Most targets are destroyed if any hit successfully penetrates its armour. In the case of Titans and other large machines which can sustain several hits then the appropriate amount of damage is recorded just as if it had been hit by a number of different weapons. The accumulated energy flares into the warp and dissipates at the end of each turn, so hits cannot be retained in a Deathstalker from turn to turn.

Each Deathstalker is a separate unit. Normally you nominate and fire one unit at a time, but in the case of Prism Cannons you can immediately fire once a hit has been transferred. For example, Prism Cannon 1 fires at Prism Cannon 2 and scores a hit, so Prism Cannon 2 may now fire immediately, whether at an enemy or a third Prism Cannon. This is an exception to the normal play sequence and allows a Prism Cannon with advance orders to fire in the first fire segment if it is part of a 'chain'. A Prism Cannon with charge orders cannot shoot, however, so it cannot be used to transfer hits. Once a Prism Cannon has shot it may not shoot again that turn, even if it shoots in the first fire segment and has advance fire orders. Turn over or remove the order counter to show that the Prism Cannon has taken its shot that turn.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Deathstalker Prism Cannon	25cm	3+	+1	Prism cannon	75cm	1	3+	-2	Skimmer Special rule



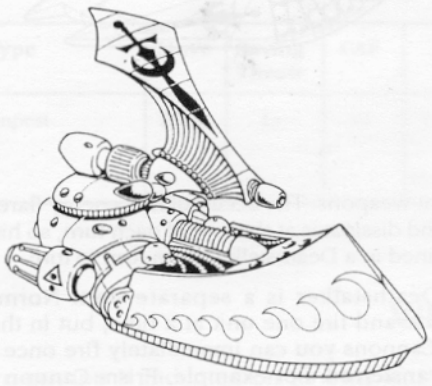
Deathstalker 1 fires at Deathstalker 2 which in turn fires at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.



Deathstalker 1 and Deathstalker 2 both fire at Deathstalker 3 and the combined fire power of all three Prism Cannons hits the target.

WAVE SERPENT

The Wave Serpent's gracefully curved hull contains a gigantic warp energy generator which powers an impenetrable field called a warp wave. This protective field may also be used offensively. A burst of energy can send the warp wave shooting forwards, scattering or consuming everything in its path before it disappears into the ether.



To use the Wave Serpent you will need the special warp wave template. This is a V-shaped piece of card as shown below. You will need a template for every Wave Serpent model you have. If you need more warp wave templates photocopy the original templates, stick the copies to thin card and cut them out.

The template is positioned directly in front of the Wave Serpent model to represent the warp wave. As the Wave Serpent moves the warp wave moves as well. It does not affect scenery, but any troops, vehicles, or other targets which the template moves over are pushed aside by the warp wave and may do nothing else that turn. The models are moved to the trailing edge of the warp wave and any order counters are removed to show they can do nothing that turn.

The warp wave is completely impenetrable by any kind of weapon or psychic attack and is impossible to move through. This means that it acts as an effective shield and a barrier to movement, allowing troops to shelter behind it. Note however that opponents on higher ground such as buildings or hill tops may be able to see over the top of the warp wave, allowing them to shoot at the Wave Serpent or call down indirect barrages onto it.

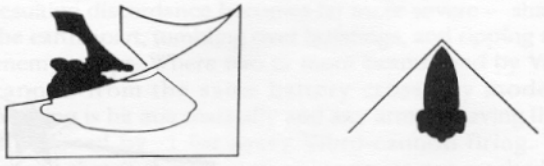
Buildings cannot be pushed aside as they are too large, but any building in the path of the warp wave will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and it remains standing. Any models inside the building are also unaffected so long as it survives.

The Wave Serpent may also use its warp wave as a weapon, but this means it will lose the benefit of its shield for that turn. To do this the Wave Serpent expends a single burst of energy and the warp wave shoots forwards 2D6 x 10cm then dissipates and the template is removed. The warp wave doesn't fire like a normal weapon, instead it is used in the orders phase before any order counters are placed. Determine how far the warp wave moves and move the template straight ahead this distance. Any models it moves over are pushed out of the way exactly as described above and may do nothing for the rest of the turn. In addition, the force of the warp wave causes a hit on any model pushed aside on the D6 roll of a 4, 5 or 6. The warp wave regenerates over the turn and is replaced at the beginning of the following turn.

Each Wave Serpent may carry two troop stands of Eldar, and they are usually deployed in pairs so that they can carry a single detachment of Aspect Warriors or Harlequins between them. Troop stands carried by a Wave Serpent embark and disembark according to the normal rules for transport vehicles, so if the Wave Serpent moves half its move distance before the troops disembark the troops get half of their movement, and so on.

The usual Eldar tactic is to use Wave Serpents to carry Striking Scorpions or Howling Banshee Aspect Warriors close to a heavily defended objective using the protection of the warp waves to approach in complete safety. The Wave Serpents unleash their warp waves as the Aspect Warriors disembark, scattering the defenders and ensuring that they stand little chance of resisting the savage charge of the Aspect Warriors.

Wave Serpents fight in squadrons of two machines. A squadron is represented by a support card. If a squadron of Wave Serpents is used to carry a detachment of infantry they become transport vehicles for that detachment for the rest of the battle. This means that the Wave Serpents must remain in formation with the infantry where possible. However, the break points and morale values for the infantry and the Wave Serpents remains separate and are not added together, so it is quite feasible for one unit to break and withdraw while the other one remains.



The Warp Template is positioned directly in front of the model as shown by the diagram.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wave Serpent	25cm	3+	+1	Warp wave	2D6 x 10	–	4+	–	May carry 2 troop stands

JOHN BLANCHE

WARP HUNTER

The Warp Hunter is a weird and immensely powerful weapon from the armoury of the Eldar Craftworlds. Its huge warp cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the dark dimension of the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the fickle nature of the warp the cannon isn't very accurate, so it is impossible to be exactly sure where the warp hole will open. Because of this the Warp Hunter is most effective when fired against massed ranks of enemy infantry or advancing armoured formations.

A barrage marker is used to represent the warp hole. You can use any barrage marker but there is a special Warp Hunter marker supplied. The cannon can only shoot at a target point it can see, so take the barrage marker and place its centre over the proposed target. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because the Warp Hunter rolls twice for scatter it can sometimes miss its target by as much as 24cm, although this is unlikely. Each model under the barrage marker is affected by the warp hole and may be sucked into the warp and destroyed or, if it is more fortunate, thrown violently aside by the unimaginable energies of the warp. Roll a scatter dice for each target. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw allowed, except as noted below. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

Buildings cannot be sucked into the warp hole as they are too large, but any building hit by a Warp Hunter will be torn apart and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is maintained and the building remains standing. Any models inside the building are also unaffected.

Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

The Warp Hunter has anti-gravity motors which allow it to make 'pop-up' attacks as described for skimmers.

	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Hunter	25cm	3+	+1	Warp cannon	75cm	Special rules			Scatters twice Skimmer

DOOMWEAVER

In Eldar legend Khaine the Bloody-handed God fought a long and bitter battle against Vaul the Smith God on account of the smith's failure to deliver the thousand magical swords he had promised to Khaine. After many encounters and adventures the conflict ended with the defeat of Vaul, who was chained to his own anvil for eternity. This legend gives the Doomweaver its alternative name of the Chain of Vaul.

The Doomweaver device contains a spool of extremely fine wire. This wire-thread is as fine and flexible as silk, but it is also unbreakably strong. The Doomweaver spins the wire-thread into a jumbled mass and throws it high into the air. The wire is so fine that it doesn't drop to the ground instantly, but floats down in a hazy roughly spherical cloud. The wire-thread cloud coalesces as it falls, forming into a web. When it lands the wire-thread envelops foliage, buildings, troops and vehicles, burying them under a tangled mat several feet thick. The threads are so strong and so thin that they slice through anything that attempts to brush them aside. In some circumstances they can even cut through steel, so any vehicles caught by the falling web are likely to be destroyed or helplessly trapped. After a while the wire-thread settles down into a solid mat or blanket that can be walked over, but until it does so the wire acts as an effective barrier to movement.

The Doomweaver's unique effect is represented by special hexagonal shaped Doomweaver templates. Each Doomweaver fires three of these templates at once and they are positioned on the tabletop as described below. Doomweaver templates are used in a similar way to barrage templates, but instead of disappearing once the barrage is over they remain on the battlefield until the wire sinks down into the ground and can be safely traversed.

To fire the Doomweaver take one of the special Doomweaver templates and place it over your intended target. The Doomweaver must normally be able to see the target. If it cannot see the target then the Doomweaver can still fire so long as it has first fire orders and at least one other model in the Eldar army can see the target - this represents the observing troops communicating the target's position to the Doomweaver crew. The procedure up to this point is the same as for a normal barrage, but when using a Doomweaver you always roll the scatter dice to see where the wire-thread lands regardless of whether the Doomweaver can see its target. Unlike a shell, the floating wire cloud can be blown about by wind, so it is always prone to go off target. Roll the scatter dice to determine in which direction the wire-thread is blown and roll 2D6 to find out how many cms it drifts off target. Place the template in the position indicated.

A Doomweaver fires enough wire-thread to cover three templates. The six edges of the Doomweaver template are numbered 1 to 6. These numbers are used to position the remaining two templates. Roll two D6 and position two more templates so that they match the indicated edges of the first template. This produces the rough line or elongated shape created by the swirling black wire mass as it descends to the ground. If one template should land on top of another then the wire mass has tangled together and the total area affected is reduced in size.

Any target under a Doomweaver template is automatically destroyed, except that because the cloud descends quite

TURN ONE

The first template is placed over the intended target and 2D6 are rolled to determine scatter.

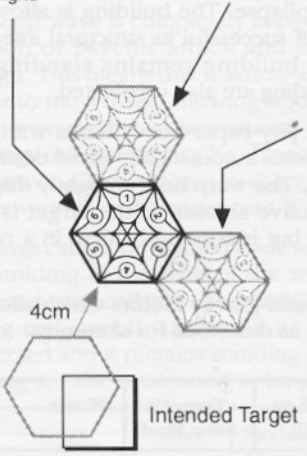
In this case, the template moves 4cm up and to the right.

Once the final location of the first template is found, roll a D6 and position the second template so it butts up against the relevant numbered edge of template one.

In this case a 1 was rolled on the D6, so template two (here shown in grey for clarity) is butted up against edge 1 of template one.

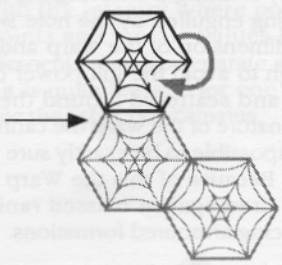
Next, roll a second D6 and position the third template so it again butts up against the relevant numbered edge of template one. If the same number is rolled as that for the second template, the wire mass has tangled together and the third template is discarded.

In this case a 3 was rolled on the second D6, so template three (again shown in grey for clarity) is butted up against edge 3 of template one.



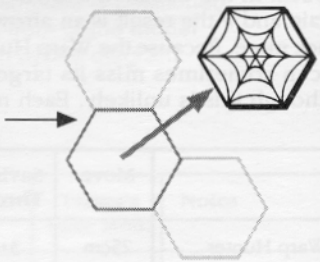
END PHASE OF TURN ONE

During the end phase of turn one (the turn in which the Doomweaver fired), flip over any templates that have their numbers showing so that the unnumbered side is now uppermost.



END PHASE OF TURN TWO

Finally, during the end phase of turn two (the turn following that in which the Doomweaver fired), remove any templates that have no numbers showing.



slowly any target that can move is allowed to try and get out of the way. On the D6 roll of a 4+ the target can move away in time and is placed at the closest outer edge of the template. Some very heavily armoured vehicles such as Titans and super-heavy battle tanks can withstand damage from the wire-thread cloud. To represent this any target with a saving throw of 1+ automatically avoids destruction and is moved to the closest edge of the template. Of course if the target is immobilised for whatever reason it won't be able to move and is therefore destroyed.

Note that being on first fire orders doesn't mean a model is immobilised, but moving a model with first fire orders will force it to shoot in the advancing fire segment instead if it hasn't already fired. Change the unit's orders over to advance to indicate this.

Once Doomweaver templates are in position they remain on the battlefield until removed as described below. Until they are removed the templates form a complete barrier to movement - no troops can move across them, not even Titans or Super Heavy Battle Tanks. Should a model be forced to move into a Doomweaver template for whatever reason then it is destroyed.

Doomweaver templates remain in play for the turn in which they are created and the following turn. They are removed in the following turn - this represents the time taken for the wire-threads to sink into the earth. You can easily keep track of which templates are due to be removed by placing templates with their numbered side uppermost when they are fired. in the end phase of each turn flip over all the templates so that the unnumbered side is uppermost and remove any templates which already show the unnumbered side. Templates which land on buildings end up hanging off them in a thick mass as the wire-threads slice partway through the building before stopping. For this reason Doomweaver templates on buildings should be left in play for the remainder of the game.

Doomweavers fight in squadrons of two machines. A squadron is represented by a support card.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doomweaver	25cm	3+	+1	Wire-thread	Special	Special	Special	Special	

SCOUTS

The Eldar Path encompasses many ways of life from artist to warrior. One of the most mysterious of these is the Way of Danger, which is the path undertaken by Eldar Scouts. These Eldar abandon their Craftworlds and take to deep space with little more than a spacecraft and perhaps a few companions. They may not return to their Craftworld for years and many do not return at all. Their instincts drive them to a life of exploration and danger, seeking out civilisations on other worlds, sometimes merging into other societies in order to combat the hidden forces of Chaos. Scouts are wanderers and explorers in the void. Some live by trading alien artifacts, searching for fresh treasures to bring back to their Craftworld. Others travel between the Craftworlds, satisfying their thirst for adventure by fighting Chaos, Orks, humans and other enemies of the Eldar.

Scouts carry a powerful lasgun which is longer, more accurate and more deadly than the standard item. They are also armed with potent close combat and short range weapons including grenades, pistols, and swords - the exact types of weapons carried vary. Scouts wear a long enveloping coat made from cameleoline. This substance reflects light waves in such a way that it makes its wearer almost invisible, allowing him to move close to his enemy without being seen. To represent the way Scouts can move unseen the Eldar player is allowed to reposition Eldar Scouts once the opposing armies have been set up. Before the game begins the Eldar player may move any of his Scouts once at up to charge rate (ie double their normal move distance). This may bring Scouts close to the enemy line - but they are not allowed to move closer to any enemy troops than 5cm. In situations where both sides have Scouts (for example Space Marine Scouts which can also move in this way or other Eldar Scouts) then roll dice or toss a coin to decide which side moves its Scouts first.

It is difficult to see the Scouts during a battle because of their cameleoline coats. To represent this no enemy may shoot at Eldar Scouts at a range of more than 25cm. At greater distances the cloaking effect of their coats makes them impossible to see.

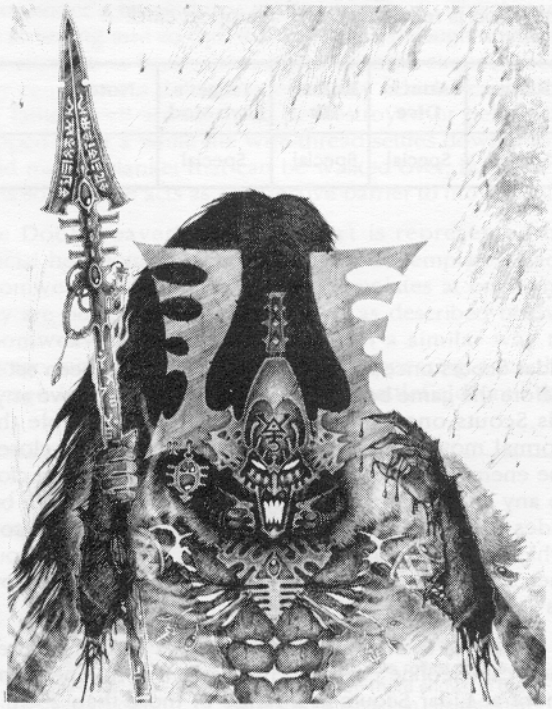
Because Scouts are effectively invisible at long range they cannot normally be targeted by a barrage. The barrage rules are applied in the usual way, so if the target cannot be seen then it is impossible to fire a barrage at it. Where the target can be seen by the shooter then a barrage can be fired as normal - in the case of Eldar Scouts this only applies at ranges of 25cm or less. Where the target cannot be seen by the shooter, but can be seen by other troops, then an indirect barrage can be fired at it.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Scout	10cm	None	+3	Lasgun	50cm	1	4+	0	Cannot be targeted at ranges of over 25cm.

AVATAR

The Avatar is the embodied spirit of the Craftworld's War God, and when the Eldar go to war he stirs from sleep to take part in the battle. The Avatar is a raging spirit, blind to notions of tactics or objectives, his only objective to wreak as much damage and destruction as possible. The Avatar's body can be physically destroyed and removed from the battlefield, but he cannot be completely eradicated. Should his physical shell be destroyed his spirit will retreat to War God's throne room on the Craftworld where it will draw strength and await its next call to battle.

Any Eldar force may include an Avatar. This is represented by a **free** card which costs no points. This free card comes in addition to the rest of the force, so it does not reduce the number of support and special cards you can have. The Avatar is a spirit of blind blood-letting, so his actions are not completely under the Eldar player's control. The Avatar is not given orders. He automatically moves at 15cm towards the nearest enemy in the movement phase of each turn. If this distance is sufficient to reach the nearest enemy model then he will stop and fight it in close combat that turn. If the Avatar isn't engaged in close combat he can cast his spear at an enemy model in the first fire phase The spear automatically returns to his hand after use, so it can be cast each turn. The spear may be cast in any direction, and has a range of 15cm.



The Avatar is the embodiment of the battle-lust of the entire Eldar race. Any mortal troops and material machines attacking the Avatar suffer combat penalties. Any enemy fighting the Avatar in close combat suffers a -1 penalty on its close assault factor, and any enemy shooting at the Avatar suffers a -1 penalty to hit. The only exception to this rule is in the case of daemonic troops such as Greater Daemons of Chaos. When daemonic troops fight the Avatar these penalties do not apply. Note that the Avatar itself is not affected by the normal penalties which apply when fighting daemons.

The Avatar's physical body is made of red-hot iron and is almost indestructible. Molten metal flows through his frame like blood, and drips and sizzles from his mouth, running down his arms and splattering on the ground. This terrifying appearance has earned him the title of the bloody-handed god. Any unit the Avatar attacks in close combat must check morale in the same way as if it had been broken. Models which are not affected by morale do not have to make this test. The Avatar himself is unaffected by morale and never needs to take a morale check.

The Avatar has a saving throw of 2 or more on a D6. This saving throw is never modified by the enemy's attack, so the Avatar always saves on the D6 roll of a 2 or more. Even if weapons normally destroy without recourse to a saving throw the Avatar still saves on a 2+. This represents the Avatar's supernatural qualities, allowing him to avoid or deflect all manner of dangers, emerging unscathed from under tons of rubble, or absorbing colossal energy blasts. If the Avatar fails to save (i.e, if you are unlucky enough to roll a 1) then the model is removed from the game - the spirit of the War God is not destroyed but is banished back to its throne room on board the Eldar Craftworld.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Avatar	15cm	2+	+10	Spear	15cm	1	2+	-3	

ELDAR WAR WALKERS

The War Walker is an armoured frame which can be operated by one man. It carries a variety of light armament, most commonly an Eldar Scatter Laser and Lascannon. Unlike a more conventional vehicle the operator is exposed and therefore vulnerable to enemy attack. However, the War Walker is fast and well armed, and certainly capable of holding its own against comparable Imperial vehicles such as the Sentinel and Land Speeder.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar War Walker	25cm	None	+1	Lascannon Scatter Laser	75cm 25cm	1 3	5+ 5+	-2 0	

ELDAR WRAITHGUARD

To the Eldar the prospect of death represents a final horror unthinkable to a human and unimaginable to an Ork. When an Eldar dies his consciousness passes into the warp where The Enemy, Slaanesh the Bane of the Eldar and Great Power of Chaos, awaits to consume it. Every Eldar wears around his neck a small gem called a waystone, the purpose of which is to absorb its owner's consciousness should he be killed, thereby cheating Slaanesh of his quarry and saving the Eldar from a fate that is literally worse than death. Waystones are implanted into the Wraithbone skeleton of the Eldar Craftworlds, releasing the spirit of the dead Eldar into the fabric of the Eldar Craftworld itself. Waystones can also be implanted into machines, and the consciousness they contain becomes the controlling element of the machine, allowing the Eldar to live again in a new form.

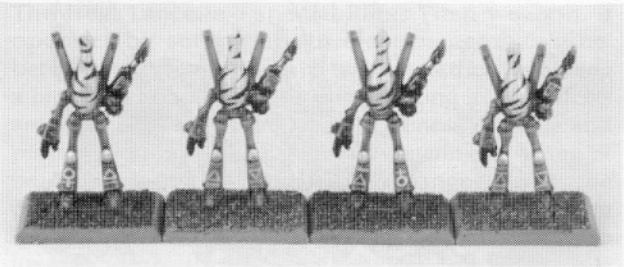
The Wraithguard are robotic bodies with Eldar waystones implanted inside them. They can move and act much like living creatures, motivated by consciousness of the dead Eldar they contain. This consciousness is not quite the same as that of a living person, but more like a dream-state, perceiving things around about in a shadowy and disconnected way. When the Eldar go to war they are frequently accompanied by the dead in the form of Wraithguards and Eldar Dreadnoughts.

Wraithguard units perceive the world in a shadowy, insubstantial way, absorbing the emotions of living Eldar around them as much as anything else. To represent this an Eldar Wraithguard unit will always remain within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Wraithguard firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is engaged in close combat. Assuming the Wraithguard begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock any order can be placed. This represents the Wraithguard responding to the psychic needs of the living.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Wraithguard	10cm	6+	+4	Wraithcannon	50cm	1	5+	-1	Takes orders from nearest Eldar.

ELDAR DREADNOUGHT

The Eldar Dreadnought is really a larger and more powerful form of Wraithguard, and is controlled by a waystone in the same way. Like the smaller Wraithguard the Dreadnought perceives its surroundings in a shadowy and disconnected way, responding to the emotional emanations of living Eldar about it. To represent this an Eldar Dreadnought unit will always stay within 10cm of a living Eldar unit where possible to do so. If they find themselves beyond this range at the start of the movement phase, perhaps because casualties or some other unforeseen event has caused them to become separated, they automatically receive charge orders and move towards the nearest living Eldar until they are within 10cm. This will prevent the Dreadnoughts firing that turn, and they can only enter close combat if the Eldar unit they are moving towards is itself engaged in close combat.



Assuming the Dreadnoughts begin their turn within 10cm of living Eldar they automatically receive the same orders as the closest living Eldar unit. If the closest unit is a Warlock, any order can be placed. This represents the Dreadnoughts responding to the psychic needs of the living.

Eldar Dreadnoughts are mobile machines and so obey the same movement restrictions and penalties as infantry. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Eldar Dreadnoughts can be armed with a variety of weapons but usually carry lascannons and a power fist, a combination which gives them good close combat abilities and excellent long range firepower.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Dreadnought	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar.

ELDAR TITANS

Eldar Titans are very different to those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (which are brought up with Titans from birth) but from the collective consciousness of a large spirit-stone which contains the souls of numerous dead Eldar. Phantom Titans are built around a Wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

ELDAR WARLOCK TITANS

A Warlock Titan contains the spirits of mighty Eldar Seers and Warlocks within its Wraithbone core. As they were powerful psykers in life the combined psychic strength of the dead spirits, focused and amplified by the Titan's Wraithbone structure, is phenomenal - far outstripping the powers of the living. This potent psychic ability, combined with the smooth agility of Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the pinnacle of Eldar achievement in the realm of psychic engineering.

A Warlock Titan can carry any of the weapons available to normal Eldar Titans, but the great power of the spirits inhabiting a Warlock Titan is particularly powerful when combined with the much-feared Psychic Lance. A Warlock Titan using a Psychic Lance receives +1 on rolls to hit with the lance. This means they need a 4, 5 or 6 on a D6 to hit target models in the area of effect rather than the 5 or 6 needed by normal Eldar Titans. Because of the psychic energy crackling around a Warlock Titan's Wraithbone structure its close combat attacks hits count as psychic attacks, so even a Greater Daemon is instantly destroyed if it loses close combat to a Warlock Titan.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation. Because of this unique insight a Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan also has special psychic powers. It may employ one of these powers in the combat phase in addition to shooting and fighting in close combat. The Warlock Titan powers are listed below.

DOOM

The Warlock Titan twists together the threads of fate to bring about the destruction of its foes. The cursed foe seems to attract fire like a magnet, cannon shells and laser bolts twist off their path to strike at it. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model in order to place a Doom on it. The effect of the Doom is to make the target much easier to hit - all attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Because Titan shields disrupt the flow of psychic energy, Titans with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

WITCH SIGHT

The Warlock Titan looks forward into its own immediate future and foresees potential dangers. The Warlock Titan twists and ducks, enemy firing fractionally missing it and close combat blows swinging into empty space. Enemies firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT

The Warlock Titan unleashes a mighty mental roar, heartening the Eldar and terrifying their foes. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders, even if they went onto fall back orders this turn.

ELDAR HOLO FIELDS

Certain Eldar vehicles and troops use a sophisticated system of defensive screens called holo fields. The most well-known users of the holo field are Eldar Phantom Titans. Holo fields are not designed to block, absorb and shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy location and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves, the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw against a hit. Because the holo field disrupts targeting more if the subject is moving the saving throw varies according to what orders the subject is on, making it better on charge orders than first fire for instance. The table below summarises what saving throws the subject has on different orders. The saving throw is tied only to the unit's orders and not to the actual distance the model moves.

This extra save is taken first and is not modified by the attacking weapon's armour saving throw modifier; being able to punch through heavy armour is no help if the target isn't where its supposed to be. On the other hand, the holo field is useless against area effect weapons which don't have to rely on pin-point accuracy, and so the save does not apply against hits from barrages, or any other attack that uses a template of any kind.

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

ELDAR TITAN WEAPONS

HEAT LANCE

The Heat Lance is a special Eldar Titan weapon. It operates by setting up an electromagnetic 'tube' between the weapon and its target and then launching a high-power bolt of fissile energy along it. The effects are akin to the awesome destructiveness of melta and plasma weapons but far more devastating by virtue of being more tightly controlled. At longer ranges the carrier field is unable to contain the shot and the Heat Lance loses some of its power. The weapon's ability to literally punch through the heaviest armour at close range makes it a highly favoured weapon.

Anything hit by a Heat Lance at up to 25cm range must make a saving throw with a -5 modifier. A massive +5 is added to damage rolls against Titans hit by a heat lance at up to 25cm range.

For each 25cm of range the Heat Lance's saving throw modifier and damage bonus is reduced by two, so a target hit at a range of 50cm would suffer a -3 saving throw modifier and a +3 on damage rolls. This is summarised on the weapon chart.

Name	Range	Attack Dice	To Hit Roll	Save Mod.	Damage Bonus
Heat Lance	Up to 25cm	1	2+	-5	+5
	26-50cm	1	3+	-3	+3
	51-75cm	1	4+	-1	+1

POWER FIST

The Eldar Power Fist is identical in most ways to the Power Fist mounted on Imperial Titans. In close combat the gigantic armoured fist can be used to rip pieces off enemy Titans or crush buildings like paper. The Eldar Power Fist is also enhanced with the addition of a battery of Shuriken Cannon in the fingers and 'knuckles' which give it a potent ranged capability as well. In the combat phase the Power Fist can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If a Phantom with a Power Fist wins a close combat with an enemy Titan it can make a special 'grab' attack instead of rolling normal damage. The Phantom can grab any location on the hit template and try to rip it away. Both players roll a D6 and the Phantom adds +1. If the Phantom's score is higher than the defender's the location is wrenched off and suffers maximum damage. If the scores are equal the defender wriggles partially out of the Phantom's grasp and damage on the location is resolved with a D6 roll as normal. If the defender's score is higher than the Phantom's it manages to slip completely out of the Phantom's grip and suffers no damage. A building attacked with the Power Fist is hit automatically and must roll a saving throw with a -4 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Power Fist	50cm	4	4+	-1

Notes: May be used in close combat.

WING WEAPONS

Eldar Phantoms have two small weapon mounts, one on each shoulder. These are commonly referred to as wing weapons because they are connected to the holo-field generator 'wings' on the Phantom's back. They are used to house secondary weapons, usually a small battery of lascannon on one shoulder for use against vehicles and a set of missile launchers on the other for bombarding infantry. You may choose to have either type of battery in each mount, and can have two batteries of the same type if you want.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Lascannon Wing	75cm	2	3+	-2
Missile L. Wing	100cm	4 BPs	–	-0

TREMOR CANNON

The Tremor Cannon is a much larger version of the weapon mounted on the Vibro Cannon anti-grav platform. The Tremor Cannon is so powerful that it does not have to operate in a battery, just one of these weapons can cause enemy troops to be shaken apart! Tremor Cannon operate on a ranged induction field principle, using a fluctuating electromagnetic field to set up a resonant vibration in the target's atomic structure. The Tremor Cannon is fired into the ground to produce a 'quake' effect some distance away. As the cannon is kept focussed the tremors in the area become more and more intense with attendant secondary explosions and thermal effects eventually culminating in the whole area liquifying as its atomic structure breaks down.

When you shoot a Tremor Cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a giant plough had driven a furrow through the ground. Any building along the line is hit automatically and is destroyed unless it can make its saving throw with a -2 modifier. Roll a D6 for any troop stand, vehicle or Titan that lies along the line, and on a roll of 5 or 6 it is so badly shaken that it takes a hit. The nominated target takes a hit on a roll of 3 or more. Note that the Tremor Cannon's field passes straight through Titan shields and hits the Titan without affecting the shields in any way.

Any troop stand or vehicle that is hit must make its saving throw with a -2 modifier or be destroyed. Since Tremor Cannon transmit shockwaves along the ground, only the bottom part of a Titan - or anything else with a hit location template - will be affected. To represent this, if you hit a Titan you must pick a hit location that is on the bottom row of its hit location template.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Tremor-Cannon	100cm	Special	Special	-2

Notes: Target hit on 3+, intervening models on 5+.

PULSAR

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short vollies of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

The pulsar can be fired in two ways. When fired at a single target the pulsar will be held steady so that as many pulses as possible will hit the target. Against a more numerous foe the pulsar can be moved slightly to spread the pulses over an area in an attempt to hit more than one target.

When you fire the pulsar you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you score a hit, roll the D6 again. The result is the number of pulses from the volley that hit the target. Each pulse must be saved against separately. If you decide to fire at a group of targets, take the barrage template and place it over any target point within the pulsar's LOS and range. Roll once to hit any model under the template.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Pulsar	100cm	1	2+	-2

Notes: Target must save D6 times. May fire a barrage instead.

DISTORTION CANNON

The powerful Eldar Distortion Cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Due to the constantly changing flux of the warp it's impossible to be sure precisely where the warp hole will open. Because of this the Distortion Cannon is most effective when used against densely packed enemy formations.

A barrage template is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place it with its centre over the proposed target anywhere in LOS and range of the firing Titan. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more.

Because you roll twice for scatter with the Distortion Cannon it can sometimes miss its target by as much as 24cm. Then roll a scatter dice for each model at least half under the template. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.

DAVE GALLAGHER

Buildings cannot be sucked into the warp whole as they are simply too large, however any building hit by a Distortion Cannon will be severely damaged and may collapse. The building is allowed its basic saving roll, and if successful its structural integrity is unaffected and the building still stands. Any models inside the building are also unaffected so long as it survives.

Titans, Gargants, and any super-heavy tanks with either intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Distortion Cannon	75cm	Special – see rules above		

Notes: Uses barrage template. Scatters twice.

PSYCHIC LANCE

Eldar Titans may be armed with the Psychic Lance, a weapon created by the Eldar Knight clans which 'fires' a burst of psychic energy directed through a long crystalline rod. The resonances set up in the crystal create a beam of directed psychic energy which will brainwipe anything in the area of effect. The Psychic Lance is a much feared weapon - it makes a mockery of even the heaviest armour and shields as it passes straight through such physical obstructions and leaves its victims drooling idiots unable even to control their bodily functions.

When using the Psychic Lance take a barrage template and place it anywhere within the LOS and range of the firing Titan. Anything completely under the template will be hit on a D6 roll of 5 or 6. The effects of a hit from a Psychic Lance vary greatly depending on the victim. It will automatically wipe the brains of any infantry stand or vehicle regardless of their armour saving throw, as the lance beam passes straight through it. Robots and robotically controlled equipment (such as Tarantulas) are immune to the effects of the lance. Units which have a 'psychic saving throw', such as Grey Knights, receive their psychic save against the lance's effects as normal. Daemons which are hit are instantly cast back into the warp without any saving throw as the brain of their host body is destroyed. A Titan hit by the Psychic Lance rolls for damage once on the Head Damage Table.

Name	Range	Attack Dice	To Hit Roll	Save Mod.
Psychic Lance	50cm	special – see rules above		

Notes: Uses barrage template. No armour save possible.

Hits destroy daemons automatically.

ELDAR TITAN WEAPONS SUMMARY

Name	Range	Attack Dice	To Hit Roll	Save Mod	Damage Bonus	Notes
Heat Lance	Up to 25cm	1	2+	-5	+5	–
	26-50cm	1	3+	-3	+3	–
	51-75cm	1	4+	-1	+1	–
Pulsar	100cm	1	2+	-2	–	Target must save D6 times. May fire a barrage instead.
Tremor-Cannon	100cm	Special	Special	-2	–	Target hit on a 3+, intervening models hit on a 5+.
Distortion Cannon	75cm	Special	Special	Special	Special	Uses barrage template, Scatters twice.
Psychic Lance	50cm	Special	Special	Special	–	Uses barrage template. No armour save possible. Hits destroy daemons automatically
Power Fist	50cm	4	4+	-1	–	May be used in close combat.
Lascannon Wing	75cm	2	3+	-2	–	–
Missile Launcher Wing	100cm	4 BPs	–	0	–	Uses barrage template.

DAVE GALLAGHER

Overhead, a sun the colour of blood beat down, turning the ash plain into a lake of crimson light. A good omen, Karhedron decided. They would sweep the foul influences of Chaos from this world.

He surveyed the scene through the eyes of his Warlock mask, his long thick robes fluttering in the breeze. He scanned the horizon, hoping to catch sight of the enemy.

In his mind lethal energies pulsed and surged. He felt the urge to unleash them creep through him. He was a vessel for transcendant power. All he had to do was focus it through his channelling runes or his witch blade to bring death to his enemies.

His mind cast back to his time as an Aspect Warrior, an experience he had hoped never to have submit himself to again. Countless times had he stood waiting like this for battle to commence. As a Fire Dragon Karhedron had fought on fields of ice under turquoise skies, danced through whirling red dust on burning desert plains, crept through underground labyrinths of dank dark stone. The ancient weapon he bore remembered too. It had not always been his - he had retrieved it from beside the fallen body of the famous Warlock Tatheya, where she lay surrounded by dead Orks.

The song of wings filled the air as a group of Swooping Hawks soared ecstatically into the warm sky. They drifted lazily upward, catching thermals like giant birds of prey. Karhedron knew that their seeming indolence was illusory. The Keen-eyed Ones kept careful watch in case the enemy attempted a surprise attack.

He studied the squad of Aspect Warriors sitting on the nearby rocks, meditating on the inner nature of their weapons. The sun glinted off their blue armour, highlighting the Fire Shrine rune that marked them as belonging to their Craftworld. Their shuriken catapults lay dormant across their knees. Karhedron was not fooled by their apparent passiveness. He knew that the Dire Avengers could shift from quiet repose to instant action in the blink of an eye.

A high-pitched keening wail filled the air as the Howling Banshees performed the Dance of Skulls near their dropship. Karhedron watched as the women sparred in slow motion with invisible foes, each movement part of some greater intricate pattern, as if the whole unit were one organism sharing a single mind. Scarlet tresses swept through great arcs as the women swayed. Langourous kicks just seemed to miss each of the dancers. As the ritual continued the pace of the footstamping and handclapping speeded almost imperceptibly until the Banshees moved and tumbled almost too fast for the eye to follow.

A shimmering of air between the gateway tetrahedrons announced the arrival of a squad of chitinously armoured Striking Scorpions. They skittered across to the Farseer's position and bowed before Kelmon, the chosen Battleseer. Kelmon acknowledged their presence with an ornate salute. Mandiblasters clicked acknowledgement then they turned and moved to take up a perimeter position.

Nearby atop a great butte, Dark Reapers, arranged in three-man fireteams, stood immobile as statues. Their massive forms radiated menace yet their presence was strangely reassuring. Karhedron knew no enemy could approach without being the target of their missile launchers.

A line of Fire Dragons weaved across the plain as the Eldar army arrived through the gateways and assembled, squad by squad, on the plain. A thrill passed through Karhedron as he realised the extent of the force the Craftworld was fielding. Unit after unit of Guardians arrived and took their place in the formation. Mighty Wraithguard stalked among the ranks on long insect-like legs.

As the last of the force assembled Karhedron speculated on the nature of the enemy they were to face. The corruption of chaos must be mighty indeed to justify the deployment of such a massive military strength, he thought.

As the formation was nearly complete a change of mood swept through the army. He felt tension galvanise the nearby Dire Avengers. The Banshees ceased their dance and stood poised like ballerinas, waiting. A hush of expectation settled over the assembled Eldar. The whole army held its breath.

Suddenly the smell of ozone filled the air. A crackling, hissing sound emerged from the gateway tetrahedrons. The runes along their sides blazed as if being overloaded with power. A bloody glow illuminated the area between the pyramids.

Space seemed to warp and then the Avatar was there, looming over his honour guard of Exarchs. Even the mighty masked warriors were dwarfed by his massive presence. The incarnation of Khaine stood half-again as tall as those who surrounded him. In his left fist he clutched a gigantic battle blade. Blood dripped from the fingers of his left hand. Crimson eyes glowed like red-hot rock within his helm. He swept a burning glance over his awe-stricken followers. Karhedron felt a cold wash of horror drench his soul as he beheld the god-like being, followed by an unholy thrill of anticipation.

The Avatar's incandescent gaze seemed to bore into the very heart of the Eldar warriors, kindling the fire of battlelust there. All fear, all hesitation was burned away by unholy joy and murder lust. The killing power within them stirred in answer to the being's call. A cry of pure exultation was torn from Karhedron's throat. It mingled with the great roar of the entire army.

The warcry rumbled like thunder over the plain, a shout to inspire pure terror in any living thing that heard it. It continued to rise into crescendo after crescendo till the Avatar made a short chopping gesture for silence. Instantly all was quiet.

Then, following their Bloody-handed God, the Eldar marched to war.

DAVE GALLAGHER

Flanked by his apprentices Kelmon prepared himself for the battle. His fingers toyed idly with the wraithbone tiles of the battlerunes. The air carried the scent of ozone and blood. He gazed into the viewing tesseract and studied the disposition of the armies, fixing them in his mind.

The Light in Infinite Darkness forces stretched out across a long front. The Avatar and most of the Aspect Warriors held the centre in strength. Spirit Walkers guarded the right flank. The left flank was secured against the base of a huge butte. Dark Reapers commanded the heights. A strike force of Banshees waited in the gulleys ready to advance in cover along the dry stream bottom. The Guardian Squads reinforced the centre. Swooping Hawks cast long shadows on the ash plain. The Eldar force was a river of colour suddenly frozen.

The chaos cultists faced them along the top of the ridge, a huge ragged army of depraved humans clutching ill-assorted weapons. Once perhaps they had been part of the Planetary Defence Force before this world fell to the forces of depravity. Now they stood mouthing silent obscenities. A few hastily converted Rhinos lay hull down against the great ridge. The sign of Slaanesh was splashed in red paint along their side. The skeletal fingers of dead tree branches clutched at the sky. Beyond them Kelmon sensed rather than saw an obscenely powerful presence. A dozen Dreadnoughts lumbered into position on the humans' left flank.

It was time. Kelmon breathed deeply and entered the trance. His fingers danced through the air scattering the red and blue runes representing the opposing forces. He emptied his mind and sifted through the possible futures, searching for a probability line that would give the Eldar victory. As always the future was turbulent, waves of possibility and psychic power and passion clouded the potential course of events. The power of the Avatar itself warped the timelines round it.

He felt a surge of exhilaration as the power flowed through him - nothing could compare with this feeling of power. All the game-playing and Event challenges among the Seers were only preparation for it and offered only pale hints of its satisfactions. He focussed all his attention on the runes, and under his scrutiny they moved delicately into conjunction with each other, establishing the weave of the pattern. The runes danced around him, shifting like a shoal of fish in ocean depths. Each represented a part of the assembled forces, and through them he could maintain a psychic link with the Eldar troops.

The blue stone representing the Wraithguard moved off cautiously, and on the battlefield the great war-machines strode forward. In his multi-compartmented mind a dozen potential futures blossomed. He saw the machines fall blasted by heavy weapons. He saw them stride among the dreadnoughts and engage in melee. He saw them stumble on the rough ground.

In the air the red runes rearranged themselves. In his minds eye he saw the human heavy weapons belch. Flowers of flame bloomed at the feet of the Wraithguard . Kelmon reeled, feeling the pattern of the conflict emerging from the maelstrom of probability. Events were rapidly speeding up, and the dance of the runes reflected this. He struggled to keep track of the pattern as it became ever more complex and intertwined, twisting into impossibly convoluted designs symbolic of the battle's state.

As one group of runes moved, another set responded in turn. Images flickered through his mind. Swooping Hawks soared over the enemy front line dropping explosive grenades. A storm of laserbursts erupted round them. Several Hawks dropped like wounded birds into the ranks and were swiftly torn to pieces. Their rune flicked away from its endangered position and the airborne troops drifted into the sky out of laser range.

A wave of screaming humans raced forwards. They slid down the slope of the ridge, plumes of ash billowing round their feet, bolters blazing, looks of ecstatic bloodlust frozen on their faces. The Rhinos provided supporting fire. The red runes span round each other like a catherine wheel and touched the blue rune of the Dark Reapers. A hail of missiles leapt from the mesa top and tore the cultists to shreds. Another of the blue runes moved into the pattern and the Banshees started sneaking forward up the culverts of the stream bottom.

Pain flared through him as the Avatar rune grew in size and luminescence, attracting more blue runes around it as the Bloody-Handed One led the Scorpions and the Dragons towards the survivors of the human charge. Kelmon threw his efforts into following the new probability line the Avatar had instigated. The Hawks flew down across the ridge to assault the snipers and the Rhinos. The attack wasn't elegant but it distracted the humans from the frontal assault as they concentrated on the fliers.

Human reinforcements raced down the ridge, throwing themselves into the fray, seemingly unafraid of the Avatar. Once again Kelmon sensed the presence of some daemonic power. The rune of the Accursed One span into the middle of the pattern, and the sense of looming presence intensified. Men screamed as the Dragons' meltaguns charred their flesh. The Scorpions ripped through them, mandiblasters spitting death.

On the right, the Wraithguard had bogged down in an exchange of fire with the dreadnoughts. They seemed to be losing. The Wraithguard rune flipped into a new position, placing itself in conjunction with the defence rune. The Wraithguard moved further to the right seeking cover.

The Dreadnoughts were on the move now, heading towards the swirling melee at the ridge bottom. In his minds eye Kelmon saw the Avatar turn and shred a mighty machine as if it were made of paper. Blood and oil mixed as the man within was ripped in two.

Warlocks danced through the fray, blasting their foes with psychic bolts. Kelmon sensed the ebb and flow of their power within the runes. There was a

brief flicker of unexpected contact where he looked through the eyes of the Warlock Karhedron. He felt the shock of contact as the Warlock rammed his witchblade into the stomach of a cultist then withdrew it almost before the blood spurted.

The Rhinos started to move, rumbling forwards, bolters blazing. The hail of fire shredded through cultist and Eldar alike. It pattered off the Avatar's armour like gentle rain. When the armoured vehicles came into range the Dark Reapers moved into action. Orange contrails of rocket fire flickered hellishly, and explosions ripped the earth around the Rhinos. A direct hit reduced one vehicle to mangled wreckage.

The withering rain of missiles stopped the armoured advance. Kelmon let his attention slide elsewhere. The Howling Banshees had reached the hillside, and their rune twisted as they charged up the slope to clear the ridgetop. The outcome of this move was strangely obscured and when they were in position he found out why.

His heart skipped a beat as he felt empathically the terror of the warrior women. Row upon row of human warriors waited and when Kelmon recognised the being that led them he realised what had hid them from his vision. A Keeper of Secrets. A Greater Daemon in the service of Slaanesh towered over the assembled throng. Jewelled eyes glittered in its bull-like head. Its huge pincer arms caressed the head of a priestess almost lovingly. It beckoned with one of its other pair of human arms and a wave of cultists surged towards the Banshees.

The dancers held their ground, vaulting among the frenzied soldiers. Their masks screamed and Kelmon could hear the high pitched wailing in his head. Men fell clutching bleeding ears, faces liquefying under the impact of high intensity ultra-sound. Then the Daemon entered the fray and the Banshees died. The creature's fury was awesome to behold.

The Keeper of Secrets seemed almost to gloat as it thundered through the Eldar force, pincers ripping off heads. It lifted one frail body and tossed it aside casually, like a discarded toy. Laser bolts reflected from its glowing skin. It ignored the strike of the Banshee leader's power sword before playfully disembowelling her. The Banshees tried to retreat but they were cut off by the cultists surrounding them. Mad laughter frothed from the humans' foam-flecked lips as they killed the Aspect Warriors.

Now the Keeper of Secrets emerged onto the ridge top, holding the shattered body of a Banshee over its head. It stood there silhouetted against the sunlight and roared its contempt of the enemy below. It plucked the brightly-glowing waystone from the woman's armour and popped it in its mouth like a sweetmeat. A look of obscene pleasure passed across its face as it consumed the soul contained within.

The Eldar army froze. Moans of terror issued from a few lips. A lull settled over the battlefield and even the chatter of small arms fire seemed to recede.

The Avatar turned its burning gaze on the Daemon, silently responding to its mocking challenge. The slow drip-drip-drip of blood from its left hand intensified. Its blade glowed brightly in its clenched right fist.

Kelmon sensed that they had reached the crisis point of the battle. Two mighty probability waves were about to clash, one bringing screaming terror and defeat to his people, the other bringing joyous victory. The outcome was unclear. Forces beyond his ability to comprehend had been unleashed here.

The Daemon led its followers down the ridge. The Eldar charged to meet them. Great clouds of dust rose around the combatants. Now all sublety was thrown aside in the primal fury of conflict. The fighting became close and deadly as the two forces mingled. The Avatar and the Keeper of Secrets ploughed towards each other, leaving red destruction in their wakes. Swooping Hawks entered the melee. The Daemon rent two Exarchs asunder before it confronted the Avatar.

The earth shook as the two mighty beings clashed. The Avatar and the Daemon wrestled, each seeking advantage. Auras of power flickered around their heads as they duelled with blades of psychic force. The Daemon's claws locked tight on the Eldar's armour, striving to crush the being within. The Bloody-Handed One's left hand closed on the Daemon's throat as it sought to strangle its foe.

Kelmon felt a surge of power as the Warlocks entered the fray. Their witch blades flashed, cutting into the daemon's hide, distracting it for a second as it lashed out with its fists, breaking bodies with each terrific blow.

For a long moment the conflict stood in the balance. The Avatar and the Daemon stood locked, straining to their uttermost, neither able to break the deadlock. Kelmon sensed the total nature of the combat. Here were two beings, driven by burning hatred, battling on every level, physical, mental, spiritual; re-enacting an old cosmic battle. Around them the struggles of man and Eldar were dwarfed by the energies unleashed. It was like two giants fighting in an ant-heap.

Slowly, painfully, the Avatar forced the Daemon back. The Daemon held its ground, but was forced to sway, curving its back away from its foe. The Avatar seemed to grow as it exerted itself more fully. Suddenly, with a final desperate surge it lifted the Daemon and broke its back over one armoured knee. A terrible psychic scream rang out. The feedback through the runes almost caused Kelmon to faint.

The Avatar stood now in the centre of battle and raised its blade in triumph. The cultists moaned, having seen their god destroyed. The Avatar glared around. Its gaze fixed on one man who fell to his knees screaming. The Avatar reached out with its bloody hand. There was a great splintering and rending of bones as the man's heart burst out through his chest and floated into the Avatar's grasp. The cultists fell back demoralised.

The battle was over. The massacre began.

Karhedron walked across the plain of ash. All around Bonesingers in wraithbone armour loomed from the twilight, their ornate helmets and baroque armour turning them into menacing spectral figures. They stood over the bodies of the Eldar dead, singing the Requiem for Fallen Heroes.

A thousand points of light glittered in the shadows transforming the battlefield into a carpet strewn with tiny stars. Each small fire was a waystone, pulsing with the soul of a slain warrior, a refuge against the ultimate death. Slowly the lights winked out as the Bonesingers reverently collected them for merger with the Infinity Circuit.

Karhedron passed the burned out remains of a fallen Wraithguard. The machine was shattered beyond repair, its external carapace pitted with blast craters, its great head fused to molten slag. It lay on its side like the skeleton of a fallen giant.

He remembered the Wraithguard as it had marched to battle, striding like an elegant thoroughbred, spidersilk pennons aflutter. He mourned its passing. Another artefact of ancient times destroyed, another object of irreplaceable beauty removed from the universe by the forces of senseless destruction.

He stepped over a human corpse. The man looked small and pitiful now he was dead, hands outstretched, begging for mercy he never received. His eyes were open, looking up to the unforgiving sky with an expression of shock. The Warlock bent down and closed his eyes gently, thinking that no-one should gaze out into the darkness forever.

Shocking quiet had fallen over the field now that the battle was over. Karhedron found it hard to believe that only hours earlier he had been trapped in a roaring melee, partially deafened by the clamour of battle. Now his ears seemed to ring with the absence of sound.

Nearby a Dire Avenger sat cross-legged by the body of her fallen comrade. She had removed her mask and crystal bright tears ran down her face. He knew her name was Talessa. He placed his hands on his own mask and toyed with the idea of removing it. He did not.

He knew that when he did so, the last remnants of his fighting persona would fall away and he would have to confront his own reaction to the battle. Then he too would weep. At the moment, armoured in the role of Warlock, he could ignore the worst of his sorrow.

He stalked through the aftermath of carnage, wondering if it was always like this, the grief and the hollowness of heart. He began to understand why some of the Eldar became trapped on the warrior path. Dealing with the sight of so much ruin could be too much to bear.

We have won this battle, he thought, but we can never win the war. In the end this ceaseless conflict will destroy us. Every fight leaves us diminished, a few more souls lost to the Warp forever.

He thought of Shiera, the Banshee whose waystone the daemon had devoured. That bright joyous girl would dance no more at the Feast of Forgotten Sorrows. She was gone now and a small part of the Eldar race had departed with her. The universe is colder for her passing, he thought.

All the bloodlust and the bright madness of battle had gone now. It was as if the Avatar had taken it with him when he vanished back to his nether-realm in the heart of the Craftworld.

Contemplating the darkness of spirit that the Bloody-Handed One's presence had revealed to him, Karhedron almost hated the creature. Part of him had enjoyed the battle, had revelled in the taking of life and the terrible exitement the being had led them into. The Avatar is part of us, he thought. We cannot escape that fact or shift the blame to him. We created him and we summoned him. His destructive potential is part of every Eldar. The Avatar's presence was simply an excuse for unleashing our darker selves. He is only our reflection, an incarnate nightmare of violence and death made real by our desires.

He reached the centre of the field where the remaining troops were gathered. Most of the Aspect Warriors had removed their masks, were becoming themselves again. Some sat quietly, some wept, some laughed. The faceless precision of the Aspect Squads was gone, replaced by the reactions of individual Eldar.

A group of people had gathered around the Farseer. Among their ranks Karhedron could make out the face of his mentor, Lahessa. Kelmon emerged to be greeted by their quiet approbation. His face was flushed, triumphant. He was raised on high by two Guardians, who lifted his thin, wasted body easily, and was taken down towards the bulk of the army.

Somewhere, someone struck up a tune on the splinterpipe. The wild melody drifted over the battlefield, moving slowly from a mood of melancholic sadness to exultant triumph. It was the music of survival, of people who had passed through the inferno of combat unscathed. It spoke of the strange joy of victory, of the simple gladness of being alive. It mourned the passing of the dead yet spoke to the beating hearts of the living. It said tomorrow we will grieve but tonight let us give thanks for our lives. All things pass, life goes on.

Still armoured as a Warlock, Karhedron was unmoved by this. He was frozen in the role of the hero, the eternal warrior. He confronted the Seer Lahessa. She met his gaze steadily.

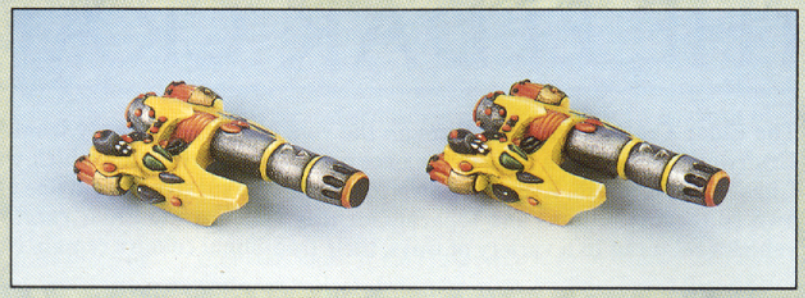
'It's over,' she said. 'The time for heroes is past.'

For a long time he looked at her, wondering whether he could face being a simple mortal again, a dying thing in a dying world. The music and the message of her eyes reached out to him and Karhedron took off his mask, became truly himself again, and wept.

HEAVY METAL

This is a selection of models from our Alaitoc Craftworld army. As you can see, we've chosen a yellow scheme for the Deathstalker and the Warp Hunters to echo the helmets of the Alaitoc Guardians. The Wave Serpent is blue - reflecting the Guardians' uniforms - enlivened by the stylised wave pattern on its bow. The Doomweavers are overall black, with a web pattern on their forward decking. The Alaitoc sword symbols on these models have been applied using decals from the Eldar decal set.

The Phantom Titan's body is painted in a bone colour to emphasise its Wraithbone construction, while the wings, head and weapon are painted in metallic purple to offset this. The addition of a few Eldar runes, along with a weapon banner, finish off this Titan model splendidly.



Warp Hunter Squadron

Doomweaver Squadron

Phantom Titan

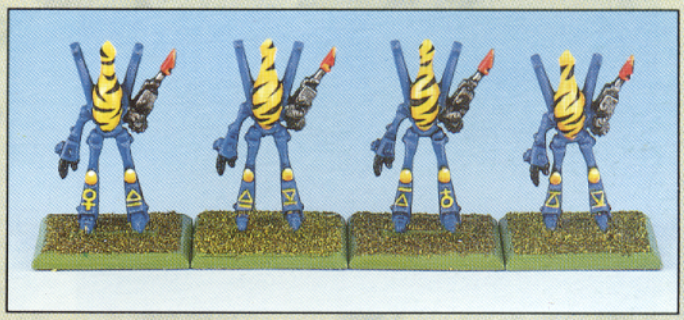
Deathstalker Prism Cannon

Wave Serpent

Avatar

The Avatar's molten form is painted in an appropriately fiery red, while the cloak is a deep purple to make the figure stand out.

Like the Craftworld's vehicles, the dreadnoughts reflect the basic Guardian uniform colours, giving all the models a consistent theme.



Dreadnought Detachment

THE ELDAR CRAFTWORLDS

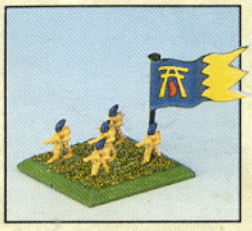
The Eldar Craftworlds drift through the void of space, far away from the inhabited planets of other races. Each Craftworld preserves a little of the once great Eldar civilisation which was destroyed thousands of years ago by the Chaos God Slaanesh. Every Craftworld shelters the survivors from one of the ancient Eldar planets, and each has its own cultural traditions and separate identity amongst the Eldar race. Although each Craftworld has troops and vehicles coloured in a variety of ways, their traditional colours remain common.

Biel-Tan

Ulthwe

Saimm-Hann

Alaitoc



Iyanden

IYANDEN

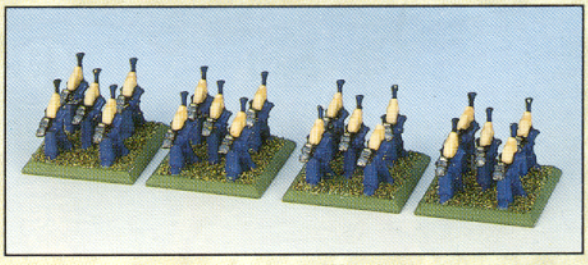
The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. Iyanden was the scene of the Eldar's first encounter with the Tyranid Swarm, the all consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds. Though the Eldar finally repulsed the invaders, the cost was bitter. Their once proud world stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls.

Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids. Wave upon wave of merciless hive warriors swept over the Craftworld, each eventually beaten by the Eldar, but at the cost of thousands of lives. The Tyranids' psychic warp blockade disabled the Craftworld's warp tunnels, and preventing the Eldar summoning help from other Craftworlds. As a last desperate gambit the Eldar of Iyanden decided to wake their dead to repel the invaders. All the ancient Spirit Stones were plucked from their resting place and installed into metal fighting bodies called Wraithguard.

The Ghost Warriors turned the tide of battle, and soon the Tyranids were beaten back, but it was a hollow victory for Iyanden. The Craftworld and its people had been dealt a blow from which they could never recover.

Spirit Stones were re-implanted into the Wraithbone core that forms the psycho-active skeleton framework of the Craftworld. However, some Ghost Warriors still linger in wakefulness, driven by anger and a burning desire for vengeance. These metal-bodied heroes of long ago wait for the call of battle and a chance to vent their wrath upon the enemies of their race.

The Iyanden Ghost Warriors are represented by a Free Card of Wraithguard. If the Eldar force is from Iyanden then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Iyanden troops.



Iyanden Ghost Warriors

The colour associated with Iyanden is yellow and the symbol of Iyanden is the Shrine of Asuryan, the oldest and wisest of the Eldar gods also called the Phoenix King. Most Iyanden troops have yellow uniforms and vehicles have yellow colour schemes, although with differently coloured details and camouflage schemes. Iyanden

ULTHWE

The Craftworld of Ulthwe is the most overtly militaristic Craftworld. Its people have long been accustomed to warfare, for Ulthwe is situated perilously close to the Eye of Terror - the warped part of the galaxy which is the stronghold of Chaos.

Constant warfare has hardened its people, not just the Aspect Warriors, but all of Ulthwean society. The need for vigilance in the face of their greatest enemy has led to the creation of a standing force of Guardians known as the Black Guardians of Ulthwe, after the colour of their uniforms. Thanks to this large force of permanently mobilised troops the Craftworld of Ulthwe has endured almost constant warfare for hundreds of years.

Ulthwe Guardians

The Black Guardians are represented by a Free Card of Guardians. This is not intended to represent the entire corps of Guardians, but to reflect the preponderance of Guardians in an Ulthwean force. If the Eldar force is from Ulthwe then this card may be included in the army for free. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Ulthwean troops.

Ulthwe means the Song of Ulthanash and its symbol is the Eye of Isha. This represents the tears shed by the goddess Isha for her mortal children the Eldar.

The colour of Ulthwe is black, the Eldar colour of mourning, and it is usual for Guardians to wear this colour. Vehicles are also most likely to be black, sometimes with bright overlaying camouflage. Contrasting helmet or other detail colours enable each Host to be identified on the battlefield.

ALAITOC

Alaitoc Craftworld lies in the the eastern edge of the galaxy, the frontier region which has never been reconquered by the Imperium. Before the Imperium it was colonised by humans, Orks and Eldar, and even now it remains a sprawling zone of border empires and outlaw worlds.

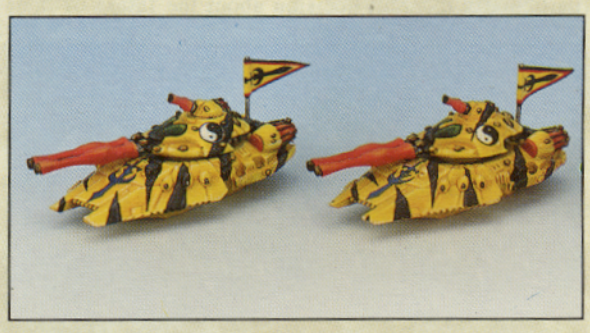
Alaitoc Guardians

This melting pot of races and cultures lies far away from the immediate threat of Chaos, but even so the threat cannot be ignored. Alaitoc Scouts explore and patrol the thousands of worlds beyond the reach of the Imperium, secretly monitoring the isolated civilisations and strange races that live there. All Eldar Craftworlds have Scouts, but on Alaitoc there is a real need for thousands of these lonely travellers.

The Alaitoc Scouts are represented by the Alaitoc Scouts Free Card. If the Eldar force is from Alaitoc then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Alaitoc troops.

The sword symbol represents the Sword of Vaul, the weapon forged in the Smith God's desperate battle against Khaine the God of War. It represents the defiance and determination of its people, a sign that no matter how hard the fight the Eldar will never abandon it. Alaitoc is associated with the colour blue or with the mixture blue and yellow. Like all Craftworlds its forces also use other colours too, but blue is the one most strongly associated with it. Scouts wear coats which blend into their background - this is shown by the multi-hued greens and oranges used on these models.

Eldar Scouts



Tempests

SAIM-HANN

The Saim-Hann Craftworld is renowned amongst the other Eldar as a slightly wild and dangerous place. Whereas the other Craftworlds have long since developed the Eldar Path as a means of self-control, in the Saim-Hann Craftworld the Eldar Path is followed in a less formal manner. It is as if the people of Saim-Hann have a thin veneer of Eldar ways, covering the wild and carefree Eldar of old. Other Craftworlds regard this as very dangerous because these are the very cultural traits which led to daemonic possession, the invasions of Chaos, and the eventual downfall of the Eldar race.

Some Eldar even regard the Saim-Hann Craftworld as a nest of wild barbarians living at the edge of Eldar society. The raucous, boastful warriors of Saim-Hann are aggressive, mobile troops, and skilled bikers.

Saimm-Hann Guardians

The speed and power of these barely controllable machines is a symbol of warrior prowess, with young Guardians determined to out do each other in battle.

The Saim-Hann Guardians' love of battle and power is represented by the Saim-Hann Wild Riders Free Card. This gives the Saim-Hann Craftworld a number of Jet-Bikes completely free. If the Eldar force is from Saim-Hann then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Saim-Hann troops.

Saimm-Hann Wild Rider Squadron

Saim-Hann means the Quest for Enlightenment and its symbol is the Cosmic Serpent. Saim-Hann troops wear red uniforms or orange flame coloured costumes. You can also use contrasting detail colours to identify individual Hosts or vehicle squadrons. Saim-Hann vehicles also favour a red scheme, often with vividly contrasting black or yellow stripes.

BIEL-TAN

Each Craftworld carries the seeds of Eldar culture. Not all are identical by any means, as each reflects the cultural heritage of its long dead world of origin. Biel-Tan is renowned for the strong warrior ideals of its people. For the Eldar of Biel-Tan the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Eldar Path. Upon reaching physical maturity a Biel-Tan Eldar becomes an Aspect Warrior, and only once he has fulfiled this role can he continue along the Eldar Path.

The Eldar of Biel-Tan have a strong honour code and believe that the best way to die is in battle fighting the enemies of Biel-Tan. In the centre of the Craftworld there is a special Chamber of Heroes where the Spirit Stones of dead Aspect Warriors are placed. When the Runeseers have to make a particularly difficult decision about the future of their Craftworld they retire to the Chamber of Heroes to consult with the warrior dead. The dead of particular battles are arranged together and are often referred to by the name of the battle in which they fell - for example the Dead of Corrus fell fighting Chaos on a ancient Eldar colony.

Biel-Tan Guardians

The Biel-Tan Craftworld's high proportion of Aspect Warriors is represented by a Free Card of Biel-Tan Avengers. If the Eldar force is from Biel-Tan then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Biel-Tan forces.

Biel-Tan Avengers

The symbol of Biel-Tan is the Eldar rune of rebirth and its name actually means the Rebirth of Ancient Days. Biel-Tan Guardians wear white, grey or very pale green or blue uniforms and their helmets are coloured to indicate the Host they belong to. Vehicles may be white too, but Guardian Falcons are more likely to be in the Host colour.

ELDAR PHANTOM TITAN

Move	Close Assault Factor
20cm	+12

The Phantom Titan is protected by a holo field and mounts 2 Eldar Titan weapons plus 2 wing weapons (see special rules).

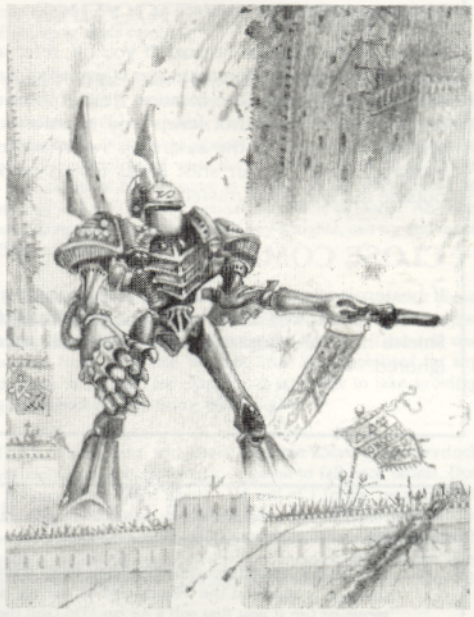
Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Phantom is very fast and agile so unlike other Titans it can move in any direction it wants to.

Holo Field Saving Throws

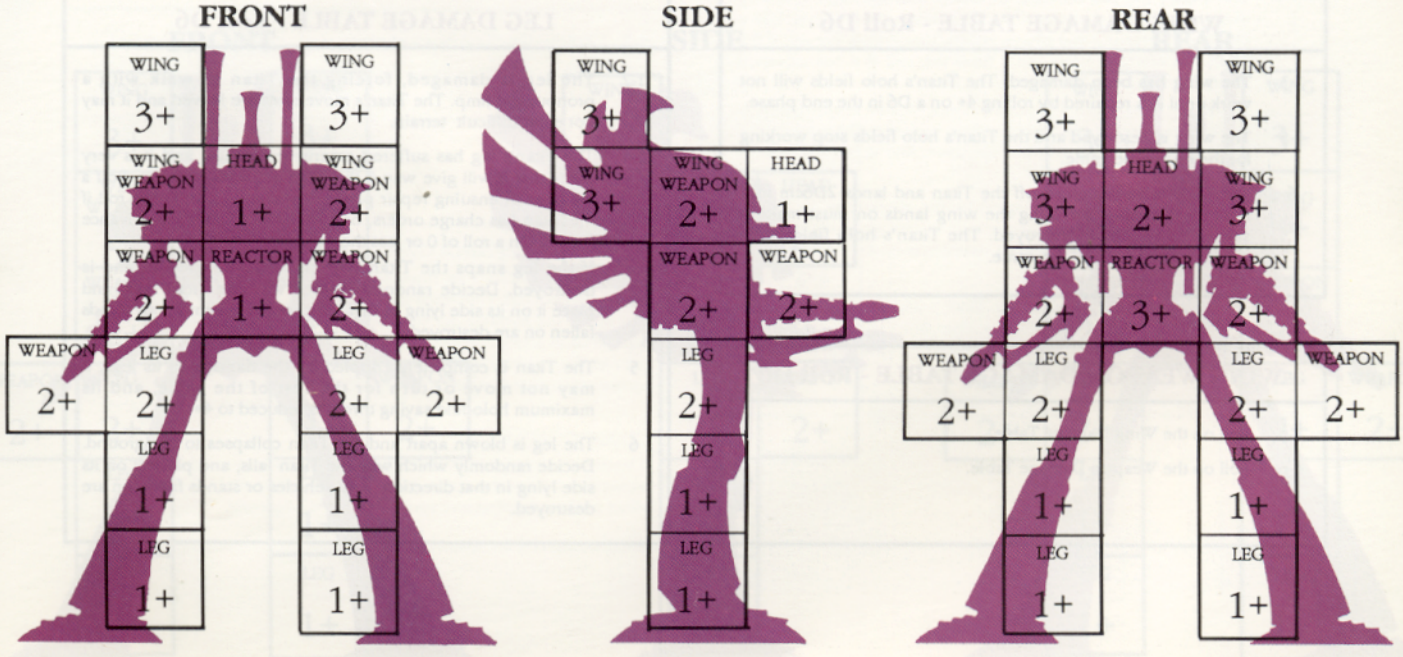
Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES



PHANTOM DAMAGE TABLES

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

1-2	The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Head damage is repaired by rolling 4+ on a D6 in the end phase.
3	The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
4	The shot rips through the Titan's head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
5-6	The shot rips through the Titan's head and crew compartment, and triggers massive internal explosions within the machine. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or units that are fallen on are destroyed.

WING DAMAGE TABLE - Roll D6

1-3	The wing has been damaged. The Titan's holo fields will not work until it is repaired by rolling 4+ on a D6 in the end phase.
4-5	The wing is destroyed and the Titan's holo fields stop working for the rest of the game.
6	The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE - Roll D6

1-3	Roll on the Wing Damage Table.
4-6	Roll on the Weapon Damage Table.

REACTOR DAMAGE TABLE - Roll D6

1-2	The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line. Damage is repaired by rolling 4+ on a D6 in the end phase.
3-4	The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
5-6	The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2	The weapon has been damaged by the attack, and may not be used again until it is repaired. Damage is repaired by rolling 4+ on a D6 in the end phase.
3-4	The weapon has been destroyed and may not be used again in this battle.
5	The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
6	The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what is affected by the flashback: 1-2 Wing 3-4 Reactor 5-6 Head Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2	The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
3-4	The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
5	The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game, and its maximum holo-feld saving throw is reduced to 4+.
6	The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

WARLOCK TITAN

Move	Close Assault Factor
20cm	+12

The Warlock Titan is protected by a holo field and mounts 2 Eldar Titan weapons plus 2 wing weapons (see Special rules).

Note down the details for the weapons mounted on your Titan model in the spaces given below.

The Warlock Titan is very fast and agile so unlike other Titans it can move in any direction it wants to.

Holo Field Saving Throws

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.

A Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan may employ one of its powers in the combat phase in addition to shooting and fighting in close combat.

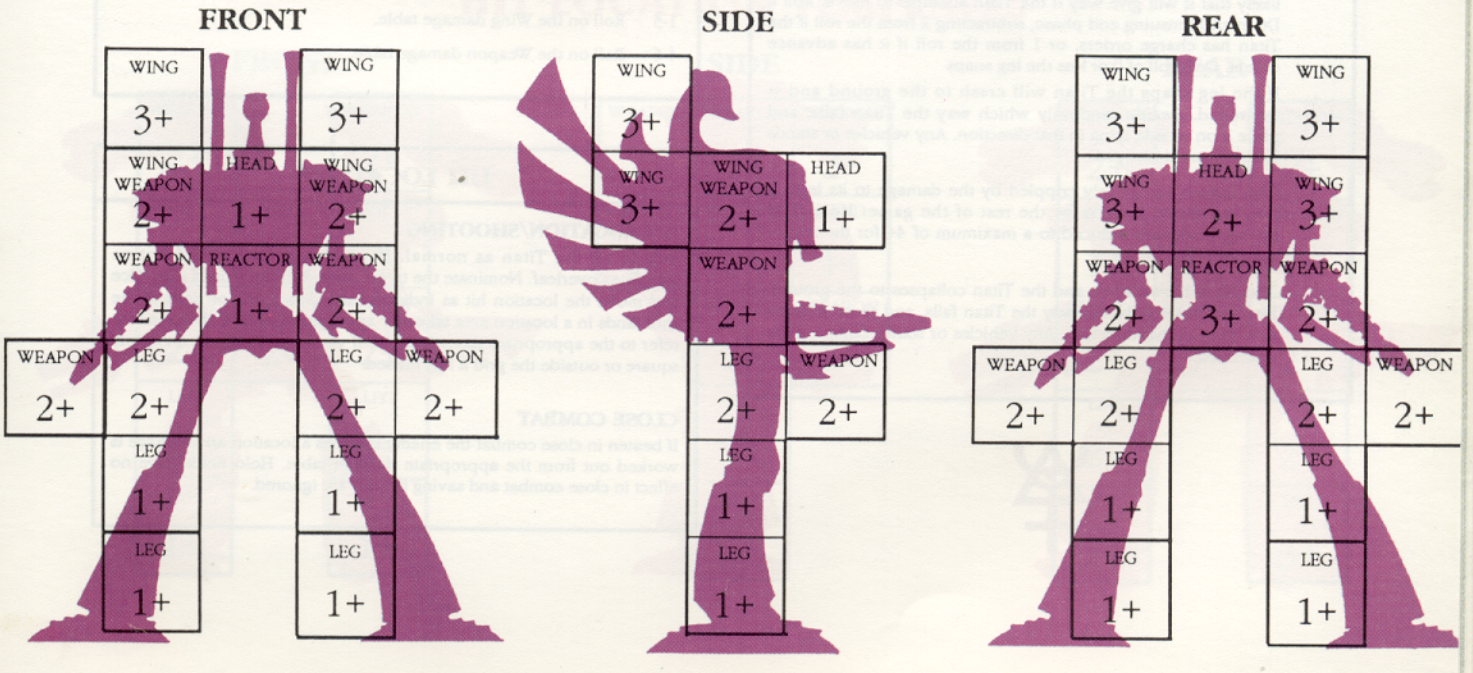
DOOM. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model. The effect of the Doom is to make the target much easier to hit. All attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Titans with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

WITCH SIGHT. All enemy firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES



WARLOCK TITAN DAMAGE TABLES

WING DAMAGE TABLE - Roll D6

1-3 The Titan's wing has been damaged. The holo fields will not work until they are repaired by rolling 4+ on a D6 in the end phase.

4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.

6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must making a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

HEAD DAMAGE TABLE - Roll D6

1-2 The Titan's wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Roll a 4+ on a D6 in the end phase to repair the damage

3 The shot punches through to the bridge, severing several wraithbone links. The Titan's CAF is halved for the rest of the game.

4 The shot rips through the head and cracks the Spiritstone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

5-6 The shot rips through the head and shatters the Spiritstone, triggering massive explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

LEG DAMAGE TABLE - Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game. Holo field saving throws are reduced to a maximum of 4+ for the rest of the game

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

REACTOR DAMAGE TABLE - Roll D6

1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.

3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Roll a 4+ on a D6 to repair the damage in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.

5-6 The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE - Roll D6

1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 4+ on a D6 in the end phase

3-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-2	Wing
3-4	Reactor
5-6	Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

WING WEAPON DAMAGE TABLE - Roll D6

1-3 Roll on the Wing damage table.

4-6 Roll on the Weapon damage table.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Holo fields have no effect in close combat and saving throws are ignored.

CHAOS WARLORD TITAN

Move	Close Assault Factor
15cm	+14

The Chaos Warlord Titan has 6 void shields and capacity to mount 4 weapons.

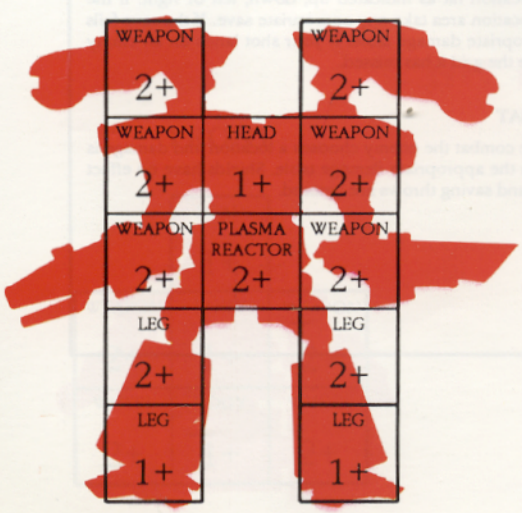
Note down the details for the weapons mounted on your Titan model in the spaces given below.

Record shield loss using the Titan's shield wheel.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT



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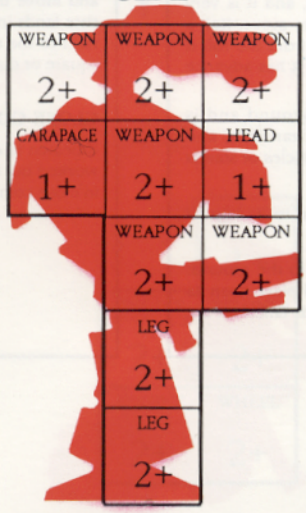

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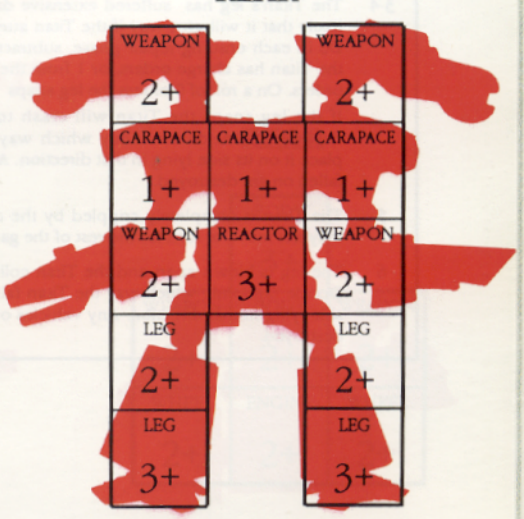


WARLORD TITAN DAMAGE TABLES

CARAPACE DAMAGE TABLE - Roll D6

1-2	The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired they may not be used.
3-4	The Titan's void shield generators shut down and may not be used any further in the game.
5	The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
6	The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

1-2	The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line.
3-4	The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
5-6	The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

1-2	The Titan's mind impulse units have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
3	The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
4	The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
5-6	The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

1-2	The weapon has been damaged by the attack, and may not be used again until it is repaired.
3-4	The weapon has been destroyed and may not be used again in this battle.
5	The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
6	The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback: 1-2 Carapace 3-4 Reactor 5-6 Head Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

LEG DAMAGE TABLE - Roll D6

1-2	The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
3-4	The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
5	The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
6	The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

LORD OF BATTLE

Move	Close Assault Factor
15cm	+10

If the Chaos player is winning the game (on points values), all Lords of Battle in the Chaos player's force receive +1 on saving throws, +1 modifier to hit on all shooting rolls, and one extra dice to roll in close combat.

The Lord of Battle has a saving throw of 3+ on a D6 against psychic attacks.

Your opponent gains 5VPs if the Lord of Battle is disabled or destroyed.

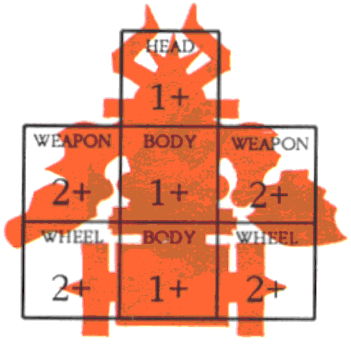
The Lord of Battle may turn up to 90° once when it moves.

Note down the details for the weapons mounted on your model in the spaces given below.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
HEAD CANNON	50cm	1	4+	-2	
HULL FIRETHROWERS	15cm	6	5+	0	IGNORE MODIFIERS FOR COVER

HIT LOCATION TEMPLATES

FRONT



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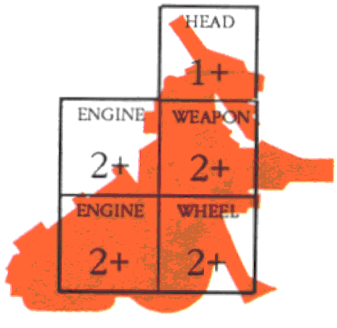

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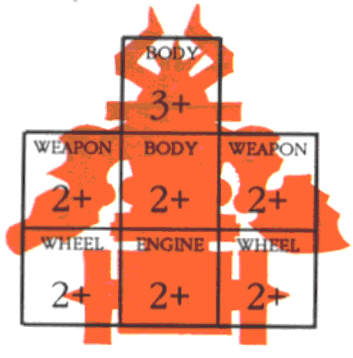


LORD OF BATTLE DAMAGE TABLES

WHEEL DAMAGE TABLE - Roll D6

1-3 The wheel has been damaged. The Lord of Battles may no longer turn towards the side the damaged wheel is on.

4-5 The wheel is destroyed. The Lord of Battles may no longer move but it may turn on the spot.

6 The wheel is blown clean off the Lord of Battles and rolls 2D6cm in a random direction. Any unit the wheel rolls over takes an automatic hit. The unbalanced Lord keels over. Decide randomly which way it falls, and place the Lord of Battles on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

BODY DAMAGE TABLE - Roll D6

HEAD DAMAGE TABLE - Roll D6

1-2 The Lord of Battles' head-mounted weapon is destroyed. This so enrages the Lord of Battles that it must be placed on charge orders next turn.

3-4 The hit temporarily blinds the Lord of Battles. It may not fire weapons for the remainder of this turn or during the next turn. At the start of the next movement phase the Lord of Battles runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Lord of Battles in close combat immediately, roll 2D6 for the Lord's effective close assault factor in each combat. Keep moving and fighting until the Lord of Battles has expended all of its movement. If the Lord of Battles runs into impassable terrain such as a building it will be stopped and suffers an automatic hit to the body, roll damage immediately.

5-6 The hit totally destroys the Lord of Battles' head and triggers massive internal explosions. The Lord slowly topples over, gouting flames and smoke before it crashes to the ground! Decide randomly which way the Lord of Battles falls, and place

ELDAR AND CHAOS ARMIES ENGAGED IN FIERCE BATTLE

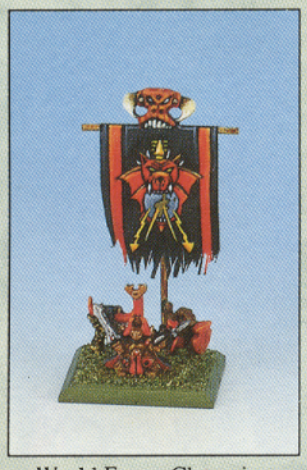
HEAVY METAL

Great Unclean One

Keeper of Secrets

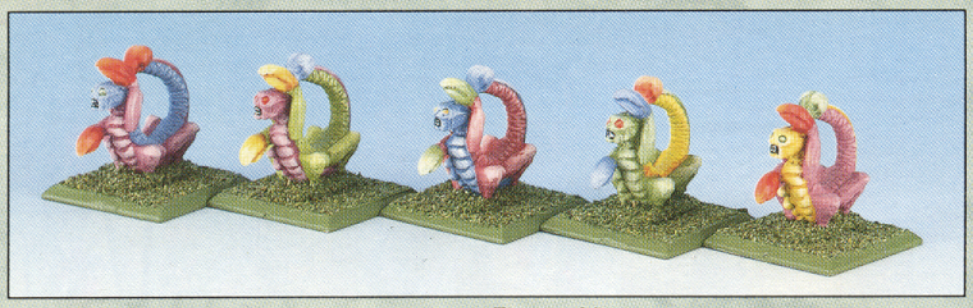
Bloodthirster

Lord of Change

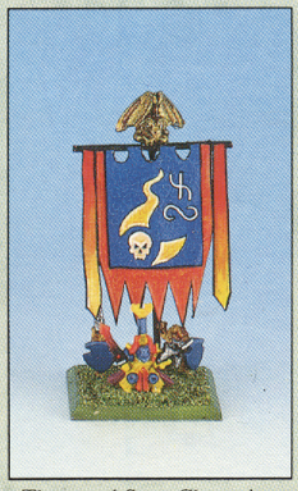


World Eaters Champion

Minotaur Warband led by a Champion of Chaos



Fiends of Slaanesh



Thousand Sons Champion

Chaos armies are the most colourful of all epic armies. The vast hordes of Chaos troops wear uniforms of a thousand different hues, but predominantly favour the colours of their patron Daemons - red and brass for Daemons of Khorne, bright yellows and blues for Daemons of Tzeentch, mottled greens and purples for Nurgle Daemons and vivid pastel shades for Daemons of Slaanesh. Great war banners are carried by the followers of Chaos Champions, proudly bearing the symbols of their allegiance. On these pages you can see examples of Champions with banners of the four Chaos Space Marine companies.

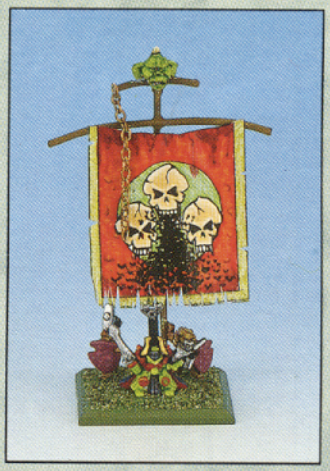
On the opposite page, the Daemonic War Engines of Khorne are magnificent and sinister creations. Studded with decorative skulls and covered with baroque carving they form the centre piece for a Chaos horde.

Lord of Battle

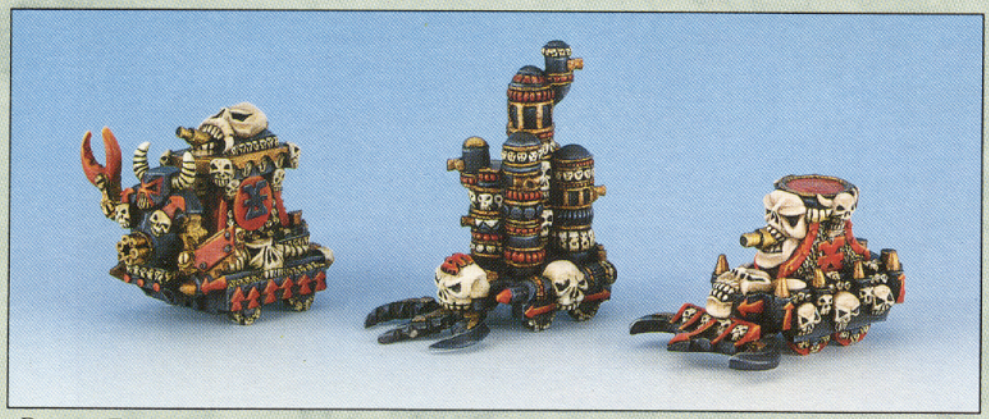
Disc Riders of Tzeentch

A Company of World Eater Chaos Space Marines led by a Champion of Chaos

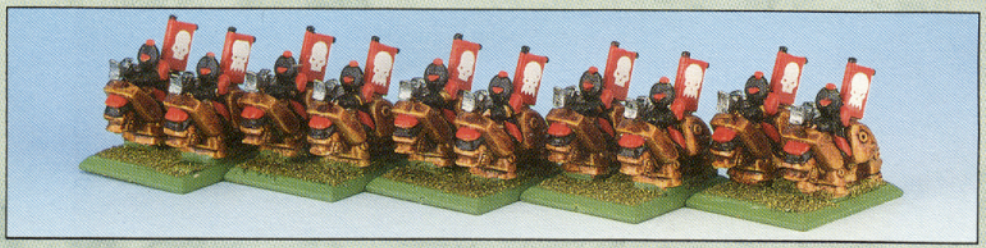
Cannon of Khorne



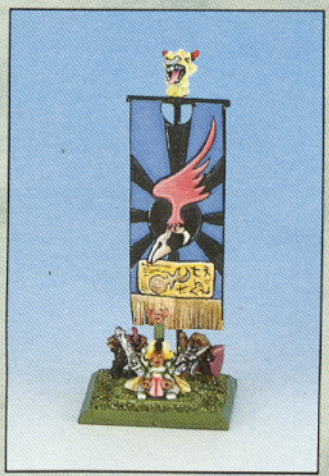
Death Guard Champion



Daemon Engines of Khorne (left to right: Death Dealer, Tower of Skulls and Cauldron of Blood)



Juggernauts of Khorne



Emperors Children Champion

A MIGHTY ARMY OF CHAOS

CHAOS

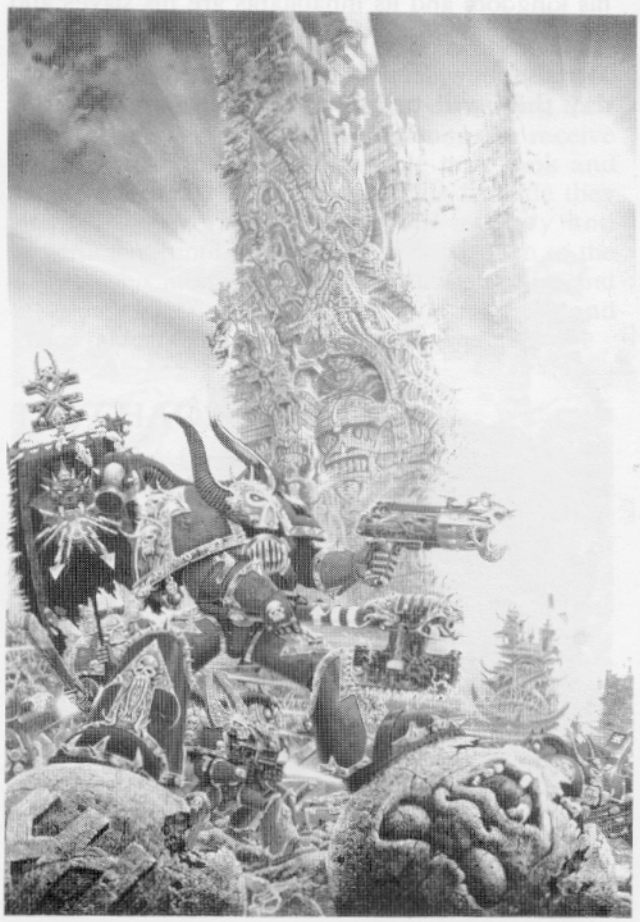
The exact nature of the alternate dimension of Chaos or warp space remains a mystery, even to such great savants as the Imperial mage-scientists of the Adeptus Mechanicus on Mars. The Black Library of the Eldar is said to describe the secrets of its daemonic energy, but the Black Library's portals are barred to all but a select few by the servants of the Eldar Great Harlequin. Perhaps the truth is that Chaos is too complex and volatile a thing to be understood by mortal minds. Whatever the true nature of Chaos, it is a peril every bit as real as marauding Orks and ravenous Genestealers to the citizens of the Imperium.

Human spacecraft must travel through the dimension of Chaos to reach other worlds in the Imperium, braving the horrific daemon creatures that live there to do so. In some parts of the galaxy the Chaos dimension leaks through, polluting the universe of matter with its daemonic energy. When this happens people may be possessed by daemons, sometimes without their knowledge, and when the high and mighty become tainted in this way they soon lead others astray. Such things are unthinkable to the ordinary citizens of the Hive Worlds and Farm Worlds of the Imperium – unthinkable because the consequences are too horrible to contemplate. Rumours tell of whole worlds that have been consumed by Chaos. Worlds whose citizens have turned to the dark Gods of Chaos, who have summoned daemons and raiders from the depths of space, so that their worlds have perished in an orgy of daemonic destruction. Worlds where the very souls of its people have been dragged into slavery in the shadowy dimension of Chaos.

No world is safe from the corruption of Chaos - its energy can leak into any mind that is weak creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even small daemons gifted to the Champions by their masters. Chaos armies consisting of gigantic daemons, mortal followers, and hordes of daemon creatures attack human, Ork and Eldar worlds, destroying whole populations and crushing armies sent against them. These renegades are most active around the region deep in the heart of the Imperium know as the Eye of Terror.

The Eye of Terror is infested with chaos renegades, pirates and raiders. Worse still it is inhabited by daemons, immortal followers of the Chaos Gods themselves. At the very centre of the Eye of Terror the fabric of space has been ruptured, so that there is a hole between the material universe and the dimension of Chaos. Raw Chaos spews out from this hole, overturning the natural laws of time and space and substituting the uncertain rule of Chaos.

Daemons are true creatures of the chaos dimension, and cannot maintain their physical form in the material universe for very long. However, they can live in the Eye of Terror because of the high level of chaos energy that saturates the place. At the edges of the Eye of Terror mortal Champions of Chaos use planets as bases for their raiding spaceships. Deep inside the Eye of Terror the most powerful daemons have their own hellish worlds, daemon-kingdoms more disunited and different than any mortal realms. These daemon worlds are totally unlike the planets of the material universe: flat worlds whose seas pour into the void of space, worlds illuminated by pyres of fire instead of suns, worlds of living flesh, and countless others whose physical laws are dictated by the whim of their rulers. Few living men have travelled to these worlds, and it is no surprise to learn that almost none have returned alive or sane.



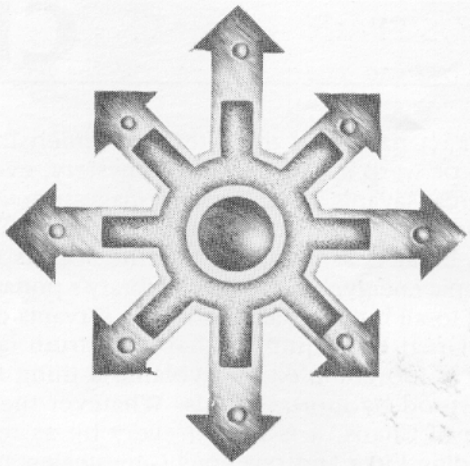
THE CHAOS GODS

There are many powerful creatures in the dimension of Chaos. Most are the slaves of still greater and more powerful individuals of their kind, but others are independent free-willed creatures. Some are completely mindless, huge basking creatures pulsating with power but ultimately brainless and without purpose. Others are blessed with great animal cunning and prowl the energy seas of Chaos in pursuit of weaker prey to tear apart and consume.

The most potent creatures of all are the four Great Gods of Chaos: Khorne the Blood God, Slaanesh the Lord of Pleasure, Tzeentch the Changer of the Ways, and Nurgle the Lord of Decay. Each mighty deity controls countless daemons whose likeness and character reflect the Chaos God's own appearance and purpose, such as the sensual slave-daemons of Slaanesh, the putrid and decaying daemons of Nurgle, the daemons of Tzeentch formed from solid magic, and the mighty warrior-daemons of Khorne.

The most powerful of the Chaos Gods' servants are their Greater Daemons. These huge daemons have many daemon servants and mortal followers of their own, and on many chaos-corrupted planets in the galaxy they are worshipped as gods in their own right. In the Eye of Terror each daemon world is ruled over by a Greater Daemon; the whole world is his kingdom and its inhabitants are his slaves and followers.

Mortals follow daemon masters in the hope that one day they will be rewarded with immortality,



becoming a Greater Daemon with their own world to rule over. Such elevated mortals are known as daemon princes. The most renowned daemon princes are the former Primarchs of the Space Marine Legions which went over to Chaos during the Horus Heresy. Daemon princes and other Greater Daemons fight amongst each other constantly, regardless of which Chaos God is their master. They find these battles amusing, and are quite prepared to shred millions of mortal lives or expend countless daemon followers on this entertainment. Rival daemons place wagers on the outcome, and arrange formal battles with agreed restrictions on the forces to make the battle more interesting. For example, a Greater Daemon might challenge a rival to a fight using only mortal followers, or a world from the Imperium might be chosen as the battlefield.

CHAOS AT WAR

The Greater Daemons of the Eye of Terror are constantly at war – mostly against each other. Mortal Champions of Chaos who live at the edge of the Eye of Terror are sometimes carried to the daemon worlds to take part in these battles, but otherwise they are left to fight amongst themselves and to raid the Imperium. On occasions the Chaos Gods put aside their personal rivalries and make common cause to mount a bigger invasion beyond the Eye of Terror. When this happens the Imperium is beset by the chaos hordes, daemons run riot through human cities, and Champions of Chaos lead their followers in destruction.

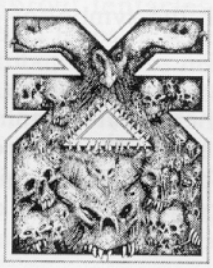
Such invasions are often triggered when a drifting Space Hulk, a vast space wreck of hundreds of ships conglomerated together, drifts past a daemon world. These Space Hulks can be used to transport vast armies through the dimension of Chaos, appearing unexpectedly near some mortal world in a distant part of the galaxy. The winds of Chaos are fickle and unpredictable, and not all Space Hulks reach a suitable target. Some disappear altogether, lost in time and space, while others are hurled thousands of years into the future or the past.

CHAOS SPACE MARINES

Ten thousand years ago the newly founded Imperium was torn apart by a devastating rebellion led by the Emperor's mightiest warmaster Horus. Horus was Primarch of the Space Marine Legion called the Sons of Horus. Like all the Primarchs he was a super-human leader, genetically engineered to be the ultimate warrior.

Horus led the Imperial forces in the Great Crusade to reconquer the galaxy and create the Imperium. It was during his campaigns that the Warmaster turned to Chaos and began to secretly work against the Emperor. Too many years have passed to be sure of exactly what brought about Horus' defection, but it is clear that he became a Chaos Champion and all the forces under his command followed him in rebellion. The following war was the Horus Heresy. Many Space Marine Legions chose to side with Horus and turned to Chaos, and the rebellion spread to the Imperial Guard and fleet.

The Horus Heresy very nearly brought about the destruction of the Imperium and all of mankind, but in the final battle the Emperor himself fought and slew Horus, ending the war at one stroke. The defeated Chaos Space Marines fled into the Eye of Terror. Thanks to the massive distortion of time which affects this region some of these Space Marines are still alive today, although ten thousand years have passed in the outside world, to them it has only been a few years. Even now some spacecraft drop into the Eye of Terror disgorging crews of Chaos Space Marines fleeing from their defeat by the Emperor.



THE ENEMY WITHIN

Although Chaos is most powerful of all in the Eye of Terror it is not helpless elsewhere. Daemons cannot survive for long outside the warp, but by means of summoning and sacrifice they can exist in the material universe for a short time. One would imagine that only a madman would willingly call upon the Gods of Chaos, yet even on the loyal worlds of the Imperium there are men foolish enough to do so. Some are power-hungry and see the Chaos Gods as a way to achieve personal power and even immortality, others are clinically insane and destructive, others are misguided and inquisitive - scarce imagining the dangers evoked by their curiosity.

Secret worshippers of Chaos lurk on every world in the Imperium. They form hidden cults, meeting and plotting at night in hidden places, expanding their power base and summoning daemons to receive fresh instructions. These people may look and behave perfectly normally, but little by little they grow in power, subverting the military and government, until the whole planet is rotten to the core. At this moment the Chaos Cultists rise up and take over their world, summoning daemons and chaos raiders to take part in the slaughter.

THE CHAOS ARMY

A chaos army is tremendously varied and colourful. It is based around the Greater Daemons, who are accompanied by their followers – immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of Chaos Champions, including humans, Beastmen, Trolls and Minotaurs. In addition a chaos army can be joined by subversive Chaos Cultists, often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion. Chaos armies can also include Chaos Space Marines under the command of the Daemon Primarchs.

CHOOSING THE CHAOS HORDE

A Chaos Horde is not organised into companies and support units like an Imperial, Ork or Eldar army. Instead it consists of a number of Greater Daemons accompanied by their mortal and immortal followers. In the Chaos Horde there are few fixed company sized formations, instead most troops fight as small units or warbands.

As with other forces for the Space Marine game the Chaos Horde is represented by epic army cards. Because of the way the Chaos Horde is organised the cards are completely different from those used for other forces. If you look at the army cards you will see that they are divided into five kinds: Greater Daemon cards, Space Marine Legion cards, Minion cards, Chaos cards and Chaos Reward cards. Only Greater Daemon cards, Space Marine Legion cards and Minion cards represent troops. Chaos and Chaos Reward cards represent special powers and abilities available to your forces.

Sort through the cards and remove all the Chaos and Reward cards - these are the small cards with the eight arrowed Chaos symbol on the back or the badge of a particular Chaos God in the case of Chaos Rewards. The Chaos and Chaos Reward cards are not used to select the army, they are used during the game as described later. Sort the Greater Daemon, Space Marine Legion and Minion cards into separate piles. The Greater Daemon cards are large-sized cards which represent a single powerful Daemon. Space Marine Legion cards are large cards which represent troops from one of the Chaos Space Marine Legions. The Minion cards represent the minions of Greater Daemons, their mortal and daemonic followers, daemon machines, Champions of Chaos with their warbands, and so forth.

To choose your Chaos Horde begin by deciding a total points value for the force. Now select cards to this value. You must include at least 1 Greater Daemon card and may include more if you wish. There is no restriction on the type of Greater Daemon cards in your Chaos Horde, so you may include Daemons of any or all the four Chaos Gods including Space Marine Primarchs.

Each Greater Daemon card **must** be accompanied by at least 3 Minion cards and may take a maximum of 5. Some of the Minion cards may only be used by a Greater Daemon of a specific Chaos God. This is indicated by the card's name and the chaos symbols on it. For example the Bloodthirster of Khorne Greater Daemon may take Khorne Juggers, Khorne Bloodletters and Khorne Fleshhounds, but he may not take Minion cards which belong to other Chaos Gods, such as Tzeentch Flamers or Slaanesh Daemonettes. You can check by making sure the chaos symbols on the Minion cards are the same as the symbol on the Greater Daemon card. Some Minion cards are not linked to any specific Chaos God, so any Greater Daemon can use them. These are marked with the symbol of pure Chaos, the eight-pointed star.

The Greater Daemon Primarchs operate slightly differently to other Greater Daemon cards. There are four of these cards, each representing the Primarch of a Space Marine Legion raised to the status of Greater Daemon by one of the four Chaos Gods.

Each Primarch card **must** be accompanied by three to five Minion cards. The choice of cards is subject to the same restrictions as before, ie, they must either belong to the same Chaos God, or be non-specific. In addition to the normal allowance of Minion cards, the Daemon Prince can also take a Space Marine Legion card. The Primarch has to take the Legion of his patron Chaos God.

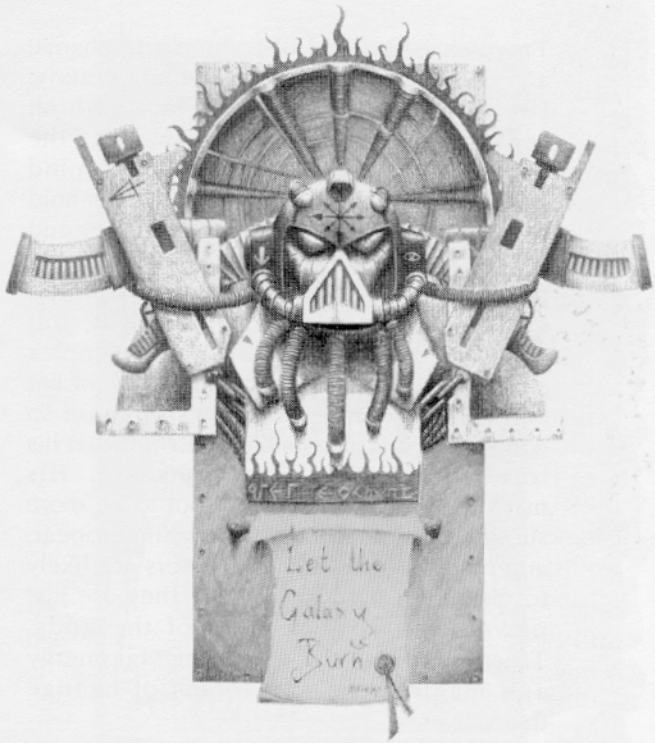
Primarch	Chaos God	Space Marine Legion
Magnus the Red	Tzeentch	Thousand Sons
Mortarion	Nurgle	Death Guard
Angron	Khorne	World Eaters
Fulgrim	Slaanesh	Emperors Children

Once you have chosen your Chaos Horde place the cards together in rows or piles, with the Greater Daemon cards and all their Minion/Space Marine Legion cards together. It is important to keep track of which Greater Daemon cards have which Minion/Space Marine Legion cards for purposes of working out morale.

MORALE FOR CHAOS

Greater Daemons radiate power and energy which flow into their followers to strengthen their determination, courage, and energy. It is scarce wonder that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself. This is represented by special morale rules for the Chaos forces.

Any unit which can see its own Greater Daemon will automatically pass any morale checks it is obliged to take. The unit is immune to panic and will not go on to fall back orders for any reason. When a Greater Daemon is destroyed this causes consternation and despair amongst its followers as their source of secret energy ebbs away. They must immediately take a morale check even if they haven't reached their break point yet. Any units that fail go onto fall back orders.



CHAOS CARDS

The raw energy of Chaos is too much for mortal flesh to stand, and the followers of Chaos invariably succumb to its mutating powers. Sometimes the mutations work in their favour, conferring new and potent powers. More often their frames twist and contort: they sprout tentacles, horns, bestial features, grow extra limbs or scales, or a thousand other horrific attributes. These marks of Chaos are regarded as blessings, even though some may lose their forms completely and degenerate into mindless Chaos Spawn. Many of these mutations make their bearers deadly fighters, with razor sharp claws, scorpion tails, goring horns or other, less obvious but no less deadly mutations.

These special attributes are represented by the Chaos cards. These are dealt when the game begins and each card may be played once on a unit or on a particular model and is then discarded. This is not to say that troops have suddenly sprouted these mutations during the battle, rather that some members have the mutations to start with and use them to gain a temporary and unexpected 'edge'.

At the start of the game sort out all of the Chaos cards, shuffle them and deal out a number of cards equal to 3 per Greater Daemon in your force. The cards are dealt out at random so you can't choose which cards you will have. Keep these cards in a separate pile behind your table edge.

The text on each card describes when it can be used, the effect it has, and any special rules that apply. Each card may be used once per game and is then discarded. Chaos cards may be played on any daemons and troop stands but not on Daemon Engines or the Lord of Battles, which are mechanical.

Note that the Chaos cards are kept in a single pile and may be played on any troops in the Chaos army - they are not divided up between specific Daemons or their followers. You could therefore play most or all the cards on very few or even a single unit if you wanted.

CHAOS REWARD CARDS

There are four special Chaos Reward cards, one for each of the Chaos Space Marine Legions. If your Chaos Horde includes a Space Marine Legion you automatically receive the Chaos Reward card for that Legion. So for example, if your force includes the World Eaters you automatically receive the Blood Rage of Khorne card. This card is held and played exactly like the Chaos cards, except that you can only play it on a unit of the Chaos Space Marine Legion. Once the card has been played it is discarded in exactly the same way as a Chaos card.

TZEENTCH THE CHANGER OF THE WAYS

Tzeentch is the god of fortune and chance and the cosmic architect of fate and destiny. His body is covered with faces which constantly shift and change, reflecting the mood of Tzeentch as his all seeing mind probes the endless strands of fate which hold the universe together. Tzeentch schemes and plots to further his own unimaginable purposes, sometimes supporting a mortal cause, at other times hindering it, but constantly manipulating the vastly complex strands of fate which hold the secrets of life and death. Because Tzeentch's plots are so convoluted it is impossible to divine what his true purposes or intentions are. His machinations invariably turn out to be more subtle and complex than they first appear, and even his most loyal followers are likely to discover only too late that they are just pawns in a cosmic game of the gods. Tzeentch is also the god of mental energy and magic – the raw forces of change themselves.

SLAANESH THE LORD OF PLEASURE

Slaanesh is the Lord of Pleasure whose followers abandon all self-restraint and inhibition to embrace the countless possibilities of mind and flesh. Slaanesh is neither male nor female, but a disturbingly beautiful amalgam of the two. It is said that any mortal who gazes upon the image of Slaanesh will become enslaved by the god's beauty and willingly obey the Lord of Pleasure's slightest whim. The very touch of the god's breath overwhelms mortal senses with the scent of delight, melting the resolve of the toughest warrior and submerging his mind in waves of pure pleasure. The slightest purr of the god's voice is enough to stimulate the senses into eternal and blissful oblivion. To the followers of Slaanesh the mortal world is grey and insipid compared to the sensual paradise of their master's affection.

KHORNE THE BLOOD GOD

Khorne is the god of anger and destruction, the warrior god of Chaos whose bellows of rage echo throughout time and space. He sits upon a great throne of brass atop a mountainous pile of bleached skulls. Whenever a Champion of Khorne is slain in battle his skull is added to the pile, which slowly grows higher and higher. Khorne is a fighting god and his daemons and mortal Champions are amongst the most potent warriors of all. Khorne is a noble warrior who respects strength and bravery, who takes no joy in destroying the weak, and considers the helpless unworthy of his wrath. It is said that fate will spare any brave warrior who calls upon Khorne's name and pledges his soul to the blood god. It is also said that Khorne's daemons will hunt down and destroy any warrior who betrays his honour by killing a helpless innocent or murdering in cold blood. Khorne's great delight is battle and the spilling of blood.

NURGLE THE LORD OF DECAY

Nurgle is the god of plague, pestilence, decay and physical corruption. His body is huge and bloated, his rotting flesh swollen with decay and pock-marked with sores and lesions. Tiny daemons called Nurglings crawl all over his putrid carcass plucking at torn flesh and sucking at the leprous sores and putrid boils. Nurgle is full of morbid energy and enthusiasm, and his daemons travel through time and space spreading plagues and corruption as they perform their Dance of Death round cities and towns they wish to infect. Mortals who die from Nurgle's plague are never free of their agonies, as their souls are claimed by the plague god and they become new daemon servants in their turn. A mortal so much as touched by a daemon of Nurgle will catch some foul disease, and is doomed from that moment on to die. It is held that a mortal who is dying of sickness can forestall his death by calling upon Nurgle and pledging his soul to the Lord of Decay.

GREATER DAEMONS

Each of the four great Gods of Chaos has its own multitude of daemonic followers. Some are huge and powerful, others are smaller but more numerous, some are intelligent and cunning, others are mere beasts or even mindless automatons. Greater Daemons are the mightiest of these daemons. They are immensely intelligent and hugely powerful, and some are worshipped by mortals as gods in their own right.

Greater Daemons are fashioned from pure chaos energy rather than flesh and blood. They need the supporting energy of the Chaos dimension or warp space just as mortal creatures need air to breathe. While they are in the material universe daemons subsist off the psychic emanations of their mortal worshippers, without which they would quickly fade back into the Chaos dimension. Throughout the Imperium misguided and ambitious Chaos Cultists worship the Chaos Gods, providing the psychic energy needed by daemons to live in the material universe. This is exactly what the Greater Daemons want, so they encourage mortal worshippers, offering subtle promises of power to lure them ever deeper into the web of Chaos. The Imperial Inquisition is utterly ruthless in dealing with Chaos Cultists, even going so far as to destroy planets where Cultists have taken a firm grip. It is a horrifying thing to have to order the destruction of an entire world, or *Exterminatus* as this final solution is called, but the risks of Chaos taking a hold in the material universe are too great to take any chances.

GREATER DAEMONS IN BATTLE

A Chaos horde is led by one or more Greater Daemons, each commanding a force of daemons and mortal followers. Each Greater Daemon card you choose allows you to take between three and five cards of warbands, lesser daemons or other minions. Therefore the more Greater Daemons you choose the bigger the horde becomes. Each Greater Daemon also contributes three Chaos cards to your hand. You can find out more about Chaos cards and their uses elsewhere in this book.

In battle Greater Daemons are awesome opponents. Normal weapons are almost useless against them as the psychic energy generated by their followers sustains their bodies against physical assault. Their terrifying, supernatural appearance also fills their opponents with dread making it difficult for them to fight effectively. A Greater Daemon's presence inspires its own followers, so that they become completely unconcerned about the dangers of battle. Greater Daemons are also tremendously strong and easily capable of crushing or pounding armoured vehicles and troops. Some Greater Daemons can even harness the raw power of Chaos to blast their enemies with arcane magic.

GREATER DAEMON RULES

The following rules apply to all Greater Daemons including Space Marine Primarchs and the Lord of Battles. They have been gathered together here for convenience and to avoid needless repetition. These rules **only** apply to Greater Daemons, not the other types of daemon.

All Greater Daemons are treated in the same way as command units for the purposes of orders. They do not require orders and always move as if they have charge orders. A Greater Daemon is a highly visible target however, so any enemy units may shoot at it even if closer targets are available. This is an exception to the normal rule which forbids troops to fire at command units unless they are the closest target.

When ordinary troops are hit they are killed unless they can make their saving throw. Greater Daemons, however, are not necessarily destroyed when they are hit and fail to save. The Chaos player can always choose to give up one of his Chaos cards to nullify a hit on a Greater Daemon. This represents the Greater Daemon drawing on the psychic power generated by his followers in order to heal his wounds. This is done in the following way. When the Greater Daemon is hit take any saving throw that is allowed as normal - remember there is no saving throw in close combat. Unless the daemon is saved it has been hit and would normally be destroyed and the model removed. However, if the Chaos player wishes he can surrender one of his Chaos cards to nullify the effect of the hit. The Chaos player fans his cards and his opponent draws a card at random and puts it on the discard pile. If the Chaos player has no cards left or if he doesn't want to save the daemon it is destroyed and the model removed from play as normal.

This gives you a choice of using your Chaos cards to protect daemons from harm or saving them to enhance the effectiveness of your forces. However, because daemons are creatures of the Chaos dimension - the source of all psychic energy - they are particularly vulnerable to psychic attacks from Space Marine Librarians, Eldar Warlocks, Ork Weirdboys and so forth. Therefore any Greater Daemons slain by psychic attacks such as a Warlock's Mind Blast cannot be saved with a Chaos card.

Greater Daemons are so horrific for mortals to behold that troopers often freeze in terror or try to flee when a daemon comes thundering towards them. Because of this certain shooting and close combat penalties apply to troops fighting daemons. These are embodied by the following two rules.

1. NO FIRST FIRE. Normally troops on first fire orders can shoot at enemy who move into close combat with them during the turn. However, daemons are so frightening and unnerving that troops may not shoot at them as they close in for the kill because they are frozen with terror. This rule means that when a daemon thunders into close combat it will be impossible for the opponent to shoot at it. Note that this rule only applies to mortal creatures including vehicles and machines which have crews. It does not apply to robots, machines which have no living crew, or to other daemons. For example, Eldar Wraithguard and Dreadnoughts have no living crew and are therefore immune. Also, Imperial Inquisitors and the daemon-hunting Grey Knights are specially trained or experienced at fighting daemons, and are therefore not affected by this penalty.

2. MORALE TEST. If Greater Daemons attack troops by moving into close combat then the enemy unit must take a morale test. If the enemy fails this test the unit goes onto fall back orders and suffers a -2 penalty on its close assault factor. See the main Space Marine rule book for details of the fall back rule.

KEEPER OF SECRETS - GREATER DAEMON OF SLAANESH

The Keeper of Secrets combines sensuous pleasure with raw power and brute force. Its bull's head and powerfully muscled body are decked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers. Keepers of Secrets are highly intelligent creatures, whose silvered words and languid gestures belay their true power. It is claimed that they are the most entrancing of all immortals. As a mortal gazes in awe at the uncanny beauty and mesmerising gaze of the Keeper of Secrets the daemon's mighty claws sweep down and rend its unresisting victim apart.

The Keeper of Secrets' most dangerous power is the ability to overwhelm its enemies with a wave of of utter pleasure. The unadulterated sensory overload is too much for any mortal to bear, and the victim's body explodes. This startling effect is called the *Aura of Slaanesh*.

A Keeper can create an *Aura of Slaanesh* once per turn. The aura is cast at the very beginning of the advance fire segment of the combat phase, before any other firing takes place. The aura affects an area which is represented by the standard barrage template. Place the template anywhere within 25cm of the Keeper and then roll a D6 for any model that is at least half under the template. On the roll of 1, 2 or 3 the victim manages to resist the effects of the spell. On a roll of 4, 5 or 6 the victim is subjected to an ecstatic pitch of voluptuous enjoyment from which he collapses and dies of uncontrollable delight! Armour saves are no help against the Aura of Slaanesh but power or void shields that disrupt the flow of warp energy will stop the aura working on a roll of 4, 5 or 6 on a D6. Titans roll for damage from a penetrating head hit if they are affected by the Aura of Slaanesh.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Keeper of Secrets	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	

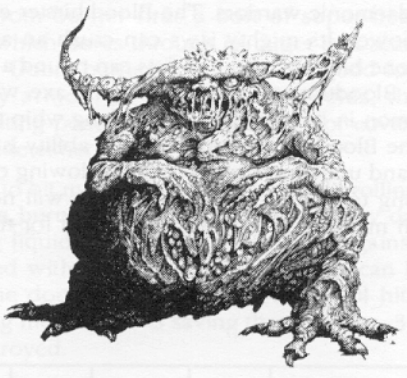
GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

Greater Daemons of Nurgle resemble Nurgle himself in appearance and personality. Their bloated bodies ooze with sores and boils, pus and slime dribbles over their leprous skin, and decaying inner organs protrude from tears in their great bellies. Great Unclean Ones treat their followers with a gregarious and even sentimental nature, taking noticeable pride in their slaves' behaviour, diseases and achievements. All Great Unclean Ones seem to have boundless energy and drive, constantly working to extend the process of rot and decay, thoughtless for their own comfort while parts of the galaxy still remain uncorrupted.

A Great Unclean One is constantly accompanied by swarms of tiny Nurglings; miniature images of Nurgle which pop out constantly from pustules on the rotting flanks of the Great Unclean One. They are mischievous little creatures, and when they aren't off spreading boils and diseases they scramble around the body of the Great Unclean One picking at his skin and squabbling for his attention. When confronted by the enemy the Nurglings advance forward in a furious swarm, biting ankles, clawing shins and generally making a nuisance of themselves. Because of the Nurglings' disruptive effect, Great Unclean Ones never count as being outnumbered in close combat, so enemy troops don't receive extra D6s for having extra models in combat.

Great Unclean Ones can also vomit a *Stream of Corruption* over their foes. The daemon's bloated gut heaves and contracts and the Great Unclean One spews up a a stinking jet of blood, maggots, slime and other putrid foulness which chokes and drowns victims in diseased filth.

A Great Unclean One may vomit a *Stream of Corruption* in the first fire segment of the combat phase. Take the special Stream of Corruption template and place it so that the pointed end touches the base of the Great Unclean One and the broad end lies somewhere in the daemon's front 180° arc. Any model under the template is smothered and destroyed on a D6 roll of 3+. Any model that is affected is killed, and does not get a saving throw. Titans lose one void shield if hit, or take a hit with a -2 save modifier if all their shields are down.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Great Unclean One	5cm	1+	+7	Stream of Corruption	See above		3+	No saving throw	

LORD OF CHANGE - GREATER DAEMON OF TZEENTCH

The Lords of Change possess a fragment of the unfathomable cunning and wisdom of Chaos God Tzeentch, master of plots and intrigue. Like their master Tzeentch, the Lords of Change delight in bringing order to ruin so that all may be reshaped and directed to a new path before that too is changed again. The gaze of a Lord of Change is said to reach into the very soul of those it beholds, probing deep into the unspoken fears and hopes every mortal carries in their heart.

The Lord of Change is covered with multi-coloured feathers which radiate his vital energy, shimmering as the daemon moves. Its great wings are also feathered, and its mighty beaked head can rend and tear into the toughest flesh. The Chaos God Tzeentch is also the master of magic in all its forms and the Lords of Change share his knowledge. The most devastating of the arcane magics they possess is the horrifying *Bolt of Change*, a crackling bolt of raw magical power. Victims struck by the bolt instantly warp and mutate into hundreds of different forms, quickly collapsing into sickening monstrosities of pulsing flesh and blindly flailing limbs.

A Lord of Change can unleash a *Bolt of Change* once per turn. The bolt is cast at the very beginning of the advance fire segment of the combat phase, before any other firing takes place. The Lord of Change can launch the bolt at any model within 35cm, hitting it on a D6 roll of 3 or more. If the target is protected by power or void shields they will disrupt the flow of warp energy and stop the bolt working on a roll of 4, 5 or 6 on a D6. Otherwise the target must immediately make a saving throw with a -1 modifier. If the save fails the target is reduced to a bubbling pile of thrashing tentacles and pincers as the power of change rips through its body. Titans penetrated by the *Bolt of Change* suffer a normal hit, roll for location as usual and add +2 to the damage roll. Any other models or troop stands penetrated by the bolt are replaced with the special Chaos Spawn template. Any nearby models at least half under the template are caught in close combat with the thrashing Chaos Spawn and may not move.

In the next close combat phase all the models under the template fight the Chaos Spawn as per the normal close combat rules. The Chaos Spawn rolls 4D6 in close combat and has a close assault factor of 0. Any models which lose a close combat are gobbled up by the Chaos Spawn. Models which get a draw manage to escape the Spawn and may move normally next turn. If any models win the close combat the Chaos Spawn is destroyed, so remove the template. An undefeated Chaos Spawn template remains in the game and can attack anything that touches it in future turns. The only way to kill a Chaos Spawn is by defeating it in close combat.

A Lord of Change has wings so it may move like a skimmer. This means it can ignore the effects of any sort of difficult or impassable terrain it moves through by flying over it with a few beats of its powerful feathered wings. If the Lord of Change wishes it can move away from combat with troops or vehicles which can't fly during the movement phase. Note that though it can move like a skimmer the Lord of Change may not make pop-up attacks.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lord of Change	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer

BLOODTHIRSTER - GREATER DAEMON OF KHORNE

Bloodthirsters are the most revered and exalted of Khorne's daemonic warriors. The Bloodthirster embodies physical power. Its mighty jaws can crush an armoured tank with one bite, and its huge fists can pound a building to rubble. Bloodthirsters carry a daemon-axe which is a living daemon in its own right, and a long whip to lash at its foes. The Bloodthirster's most potent ability is its sheer bloodlust and unquenchable fury. Its bellowing challenge is a warning to all that the Bloodthirster will never rest until it can make good its battlecry 'Blood for the Blood God!'

Such is the Bloodthirster's ferocity that it can fight twice in the close combat segment. If it has wiped out all opponents in base-to-base contact before starting its second set of attacks it may move up to 10cm to engage new opponents. This second attack is resolved as a normal round of close combat and takes place in the same close combat segment.

A Bloodthirster has wings so it may move like a skimmer. This means it can ignore any sort of difficult or impassable terrain by simply flying over it with a few beats of its great leathery wings. If the Bloodthirster wishes, it can move away from combat with troops or vehicles unable to fly during the movement phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodthirster	10cm	2+	+12	Axe & Whip					Skimmer. Fights twice in the close combat phase.

LORD OF BATTLE - GREATER DAEMON OF KHORNE

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cog-wheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass, and embodies all the destructive power of mechanized warfare. Khorne is the god of war in all its forms from the most primitive conflicts fought with swords and arrows to the lightning-fast wars of tanks and Titans. The Lord of Battle advances furiously, and its awesome destructive energies are easily seen in its deadly armament.

The Lord of Battle is a cross between a Titan and a Greater Daemon. The Greater Daemon rules apply in full, and the Lord of Battle is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. In other respects, the Lord of Battle moves, shoots, and fights close combat like a Titan.

In addition, the Lord of Battle has special rules of its own which reflect the fury of its advance. The Lord of Battle must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Lord of Battle is part daemon and part machine, and this makes it particularly resistant to psychic attack. Lords of Battle always receive a saving throw of 3, 4, 5 or 6 against psychic attacks. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

WEAPONS

A Lord of Battle can carry a variety of weapon combinations. Normally one of these is a close combat weapon to further augment its awesome fighting ability, but any of the weapons listed below can be mounted on the Lord of Battle's arms. In addition to these weapons the Lord of Battle also mounts a battle cannon in its head and a number of firethrowers in its hull. These are already recorded on the data sheet. The head and arm mounted weapons can fire into the Lord of Battle's forward 180° arc. The firethrowers are mounted to burn marauding squads of infantry so they can can shoot in any direction.

HELL BLADE

The hell blade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Lord of Battle armed with a hell blade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hell blade must make a saving throw with a -2 modifier or be destroyed.

CHAIN FIST

A chain fist is a whirling, chain-driven saw which can easily rip the toughest opponents to pieces. A Lord of Battle armed with a chain fist rolls an extra D6 in close combats (3D6 rather than 2D6). If a Lord of Battle armed with a chain fist wins a close combat against a Titan it adds +2 to the damage roll. A building struck by a chain fist must make a saving throw or be destroyed.

DEATH STORM

The death storm fires salvoes of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Death Storm	75cm	6	5+	-1

DOOM BURNER

The doom burner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doom burners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doom burner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doom burner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Name	Range	Attack Dice	To Hit Roll	Save Mod
Doom Burner	75cm	1	3+	-3

Notes: +1 to damage rolls against Titans.
May attack buildings

THE PRIMARCHS

The Emperor of mankind attempted to thwart the rise of Chaos in the material universe by creating twenty genetically engineered super human 'Primarchs' to defend humanity. The Emperor's intention was to create a whole race of of super-humans from the genetic imprint of the Primarchs. By making them loyal and strong he hoped to that they would prove immune to the malign influences of Chaos. Despite the Emperor's complex psychic wards protecting the infant Primarchs the Chaos Gods succeeded in spiriting them away through the warp and scattered them throughout the galaxy.

Though the Gods of Chaos were unable to destroy the Primarchs they hid them from the psychic reach of the Emperor. Denied the Primarchs the Emperor went on to create the Space Marines by implanting genetic material derived from the Primarchs into young humans. The Emperor led these Legions in the Great Crusade to drive Chaos back from the universe and create the Imperium.

At the beginning of the Great Crusade the Emperor concentrated on locating the Primarchs and was delighted to find them already uniting and leading the peoples of the primitive planets they had been marooned on. The Primarchs seemed none the worse for their brush with Chaos and the Emperor was satisfied that they were uncorrupted. With the aid of the Primarchs the Emperor was able to succeed in liberating thousands of human worlds and driving the followers of Chaos back to the Eye of Terror.

But Chaos was not so easily bested. The Gods of Chaos whispered to the Primarchs from warp space, disturbing their dreams with promises of power, appealing to their pride, and martial virtue. No single Primarch was wholly resistant to these unspoken temptations. The character of each was sorely tested and in time some of them started to bend towards Chaos, unaware that their loyalties were changing. At first the Traitor Primarchs believed themselves to be acting in the best interests of humanity but as they led their Space Marines against the Emperor their good intentions fell away and Chaos started to saturate their souls.

The Warmaster Horus, greatest and most trusted of the Primarchs, led the rebellion and plunged the fledgling Imperium into the maelstrom of terror known as the Horus Heresy. At the height of the battle for the Imperial palace on Earth the Emperor teleported on board Horus' orbiting battle barge with two of his remaining loyal Primarchs and a guard of Terminator Space Marines to confront the Warmaster. In a battle of terrifying intensity the Emperor fought Horus and slew him but only after suffering wounds which shattered his body and confined him to a life-support system forever. With the death of Horus the back of the rebellion was broken, though the fighting to reclaim what Chaos had taken continued for years afterwards.

The surviving Chaos Primarchs fled to the Eye of Terror with their renegade Space Marine Legions. The corrupted Primarchs had possessed super-human capabilities to begin with and quickly rose in the favour of their Chaos God. The Primarchs were granted immortality and elevated to the ranks of the Greater Daemons, ruling the worlds given to them by their gods for eternity. The Chaos Gods found the Chaos Space Marines and their Daemon Primarchs invaluable worshippers and indispensible servants, utilising them in all the greatest battles and campaigns.

Daemon Primarchs follow all the rules given above for Greater Daemons - their remaining shreds of humanity have been obliterated by their rise through the ranks of Chaos. If you choose a Daemon Primarch card in a game it allows you to choose troops from the Primarch's own Space Marine Legion in addition to the normal warbands and minions which are followers for a Greater Daemon.

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS

Angron was one of the super human Space Marine Primarchs created by the Emperor of mankind in an effort to battle against the tide of Chaos. From Angron's genetic material the Emperor created the World Eaters Space Marines. Angron fought innumerable campaigns alongside Horus and deeply respected his ability as a great military tactician and his sense of honour and pride as a warrior.

Angron was the first Primarch to join Horus in revolt against the Emperor, for Angron knew Horus as a brother and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. Once the rebellion turned into full scale civil war Angron and the World Eaters were drawn into bloodier and bloodier conflicts. He realised too late that instead of saving the Imperium they were destroying it, but his pride prevented him withdrawing from the war and his good intentions became his downfall as he was drawn into the embrace of Chaos.

The World Eaters had always been the most savage and warlike Space Marines and Angron led them in the worship of Khorne, god of war and bloodshed. Though Angron's loyalty to the Imperium was once exemplary, Khorne appealed his honour and martial pride more than the Emperor ever could. As a Champion of Khorne Angron led the World Eaters through some of the greatest and bloodiest battles of the Horus Heresy, including the assault on the Imperial palace. When the Heresy failed and Horus was slain, Angron and his World Eaters battled halfway across the galaxy to reach the Eye of Terror and the Daemon world Khorne had prepared for them.

Khorne has wrought many changes in Angron during the Primarch's service. Angron is now a hulking, muscular giant with skin the colour of spilt blood. His face is bestial and fang filled, his eyes milky white without iris or pupil. Angron fights with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction. His voice is like the roaring of a mighty storm and mortals quail at his approach. Once per turn Angron can bellow his deafening challenge, interrupting anything that is going on at the time. All enemy units within 15cm of Angron must pass a morale check immediately or go on to fall back orders.

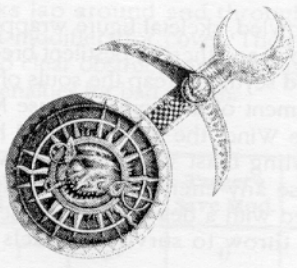
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Angron	10cm	2+	+12	Fearsome Roar	See above		–	–	

FULGRIM, DAEMON PRIMARCH OF THE EMPERORS CHILDREN

The Emperors Children Space Marine Legion was dispatched to pacify the rebel Warmaster Horus at the start of the Heresy, before the Emperor knew the full scale of Horus' abomination. At first Fulgrim, Primarch of the Emperors Children, tried to negotiate with the Warmaster and dissuade him from his rebellion. While they parleyed Fulgrim was corrupted by the Warmaster. A tendril of power from the Chaos God Slaanesh insinuated itself into Fulgrim's mind and began to slowly bend him to the will of the Lord of Pleasure. Fulgrim resisted staunchly at first but little by little his fortitude was eroded away as his enhanced senses were stimulated beyond endurance and whispered promises awoke unspoken desires. Eventually Fulgrim's mighty will was broken and he joined Horus, surrendering to the hedonistic pleasures of Slaanesh. As Fulgrim delved deeper into depravity the Emperors Children followed him into heresy.

In the war against the Imperium Fulgrim led the Emperors Children in an orgy of destruction against the undefended civilian populations of a dozen systems, slaughtering and enslaving millions in pursuit of their pleasures. When the Warmaster was slain by the Emperor Fulgrim fled to the Eye of Terror, with the remaining Emperors Children.

Centuries of worship have changed Fulgrim beyond all recognition. Serpent bodied and many armed, Fulgrim has been twisted into a monstrous daemonic creature. Despite his monstrous appearance Fulgrim radiates a strange beauty and physical attraction, captivating and transfixing all who encounter him. Clouds of pastel coloured soporific musk billow around Fulgrim wherever he goes, weakening the will and awakening disturbing desires in those who breathe the heady musk. Any units within 10cm of Fulgrim at the start of the orders phase must take a morale check. Any which fail come under Fulgrim's sway and can be ordered, moved and fired by the Chaos player for the turn. In the end phase any units under Fulgrim's sway can take another morale test to shake off the insidious influence. Units which have moved more than 10cm from Fulgrim pass automatically.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fulgrim	10cm	2+	+10	Soporific Musk	See above		–	–	

MAGNUS THE RED, DAEMON PRIMARCH OF THE THOUSAND SONS

Even before the Horus Heresy the Thousand Sons became involved with arcane lore and the practise of sorcery. Despite warnings from the Emperor their Primarch, known as Magnus the Red or Cyclopean Magnus for his flaming red hair and single eye, continued to delve deeper into the mysteries of the warp. Magnus remained loyal, however, even attempting to warn the Emperor about Horus through his arcane powers. But the Emperor, mistrustful of anything tinged by the warp and Chaos, sent Leman Russ and the Space Wolves to destroy the Thousand Sons homeworld. Once driven into war Magnus had little choice but ally himself with Tzeentch, greatest magician of the Chaos Gods, to avoid total destruction. Magnus escaped the aftermath of the Horus Heresy by using his sorcerous powers to open a warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There Tzeentch granted Magnus the Planet of Sorcerers to rule as his own.

Over the centuries Cyclopean Magnus has become a sorcerer of the most consummate power. His single eye blazes with mystic energy and his limbs constantly burn with blue-white witchfire. Magnus may unleash a Beam of Power in the first fire segment of the combat phase. From his single eye a beam of raw magical energy stabs out to strike a single target within range and line of sight. Roll to hit as for a normal weapon attack but ignore to hit modifiers for terrain. Titans without shields which are hit suffer damage with a +3 modifier. The Beam of Power can be used to attack buildings.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Magnus the Red	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	

MORTARION, DAEMON PRIMARCH OF THE DEATH GUARDS

During the Horus Heresy the Death Guards Space Marines joined the rebel Warmaster Horus and took part in many battles against forces loyal to the Emperor. Mortarion, Primarch of the Death Guards, turned to the worship of Nurgle, Lord of Decay, after the entire Legion became trapped in the warp and was ravaged by plague. Mortarion's fevered ravings were answered by Nurgle who saved the Death Guards and made Mortarion his Champion. Subsequently Mortarion led his Space Marines on a merry dance of destruction over a score of planets. Following the death of Horus and the effective end of the Heresy, Mortarion fled with the rotting remnants of his Space Marines into the Eye of Terror. There he received Nurgle's ultimate reward and ruled the Plague Planet as the Daemon Prince Mortarion.

Mortarion is a cowled, skeletal figure wrapped in tattered robes which flap in an ethereal, pestilent breeze. He bears a daemon-etched scythe to reap the souls of the living. In the first fire segment of the combat phase Mortarion can invoke a Plague Wind, the winds around him suddenly rising to a howling blast which echoes with maniacal laughter. Choose any enemy model within 15cm. This model is infected with a deadly rotting disease and must make a saving throw to survive (models which don't normally have a saving throw save against the Plague Wind on a 6+). If the model fails it is destroyed and you can pick another model within 15cm of the rotting remains which must also make a saving throw to survive. The Plague Wind will continue to take effect until a model makes its saving throw or the last victim dies with no other models within 15cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mortarion	10cm	2+	+10	Plague Wind	See above		–	–	

DAEMONS

Daemons of all kinds swarm throughout the realm of Chaos. Some are savage and bloodthirsty, some are insane and unpredictable, others are mindless but awesomely powerful elemental creatures. Though they are all considerably less powerful than Greater Daemons they still make frightening opponents for mere mortals.

Daemons are truly monstrous entities which belong in the realms of nightmare and delirium, and when they stalk the battlefields of the real universe even the staunchest troops quail. Daemons are devastating in close combat and can easily destroy all but the toughest troops with contemptuous ease.

The No First Fire rule applies to all daemons described below as well as to the Greater Daemons described already. Daemons are so frightening that troops attacked by them in close combat may not shoot at their attackers even if they have first fire orders. See the No First Fire rule as described for Greater Daemons for full details.

Some daemons have various special abilities which are covered individually. Remember the rules given above for Greater Daemons do **not** apply (except the first fire rule) and daemons are much more like normal units in the Space Marine game. Like any mortal units they need to be given orders at the start of the turn and are destroyed if they fail their saving throw against a hit.

HORRORS OF TZEENTCH

Horrors are insubstantial creatures created from the raw stuff of magic, and are either glowing blue or pink. They begin as Pink Horrors, blurring into multi-coloured masses of magic, cackling and braying like lunatics as they stream forward at Tzeentch's bidding. When a Pink Horror is struck down it is not destroyed but splits into two halves and reforms into Blue Horrors. The Blue Horrors continue to fight until they are slain.

To represent Horrors you will need Pink and Blue Horror models - one model per base. When a Pink Horror model is destroyed remove it immediately and replace it with two Blue Horror models. The break point of the initially 5-strong Horror unit is reached when it has lost three Pink or Blue Horrors. Horrors have a morale value of 1+ so they are not going to fail their morale check. The break point merely establishes when victory points are awarded.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pink Horror	10cm	4+	+4	None	–	–	–	–	Duplicate
Blue Horror	10cm	None	+1	None	–	–	–	–	

FLAMERS OF TZEENTCH

Like Pink and Blue Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds. They attack with magical flames which they spit from orifices at the end of their trunk-like arms. Their magical flame attacks lap around and through cover so they ignore to hit modifiers for cover. Their bounding leaps allow them to clear obstructions with ease so they ignore movement penalties for bad terrain.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Flamers	15cm	None	+1	Flame	25cm	1	5+	0	Ignore cover/terrain

PLAGUEBEARERS OF NURGLE

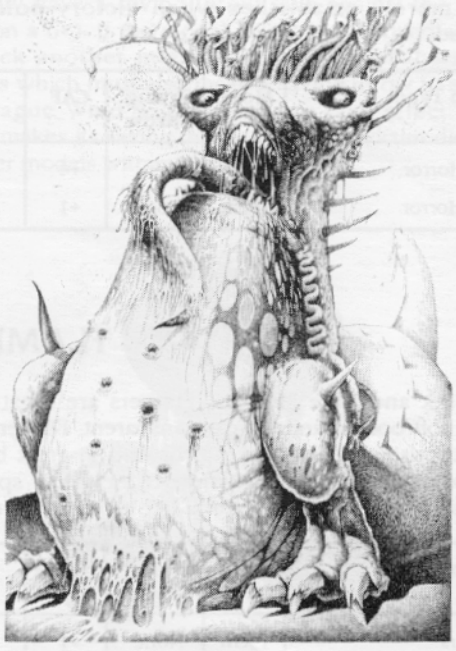
Plaguebearer daemons are the souls of those who have died victims of Nurgle's greatest contagion - Nurgle's Rot. Nurgle's Rot is an unusual disease in that it affects not only the body but the soul of the victim too. Those infected by the Rot gradually turn into Nurgle's Plaguebearers. These daemons are doomed to the impossible task of keeping account of the innumerable plagues, contagions and infections throughout the universe, counting and recounting in a fruitless attempt to impose order on a meaningless and chaotic existence.

Plaguebearers are surrounded by a huge buzzing **cloud of flies**. Any enemy unit that is engaged by a unit of Plaguebearers in close combat must take a morale check (even if it is not yet broken) at the start of the close combat segment of the combat phase. If the enemy fails it is forced to go on to fall back orders and so will suffer a -2 penalty to its close assault factor. Even if the unit passes the check it still suffers a -1 close assault factor penalty due to the distracting nature of the flies. The cloud of flies does affect crewed vehicles and Titans (the flies get in through vision slits and other small openings), but does not affect uncrewed machines such as robots and Eldar Wraithguard.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plaguebearer	10cm	4+	+4	None	–	–	–	–	Cloud of flies

BEASTS OF NURGLE

Beasts of Nurgle have a fearsome appearance: a slug-like body topped by a fringe of fat, writhing tentacles constantly oozing slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of the Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and boring.



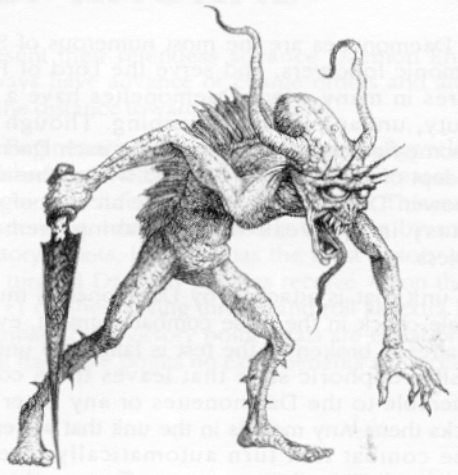
Like the Plaguebearers, Beasts of Nurgle are surrounded by a huge buzzing **cloud of flies**. Anything engaged in close combat with a Beast of Nurgle must take a morale test exactly as noted above in the rules for Plaguebearers.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Beast of Nurgle	10cm	3+	+5	None	–	–	–	–	Cloud of flies

BLOODLETTERS OF KHORNE

Most of Khorne's daemonic ranks are filled by Bloodletters, who act as his huntsmen and his footsoldiers. They are vicious killers and the taste of blood gives them the strength to overcome any injuries they might suffer.

Bloodletters are fortified by bloodshed and this gives them the ability to regenerate physical damage. Do not remove a Bloodletter model immediately if it is destroyed, turn it on its side instead. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 for each regenerating Bloodletter in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

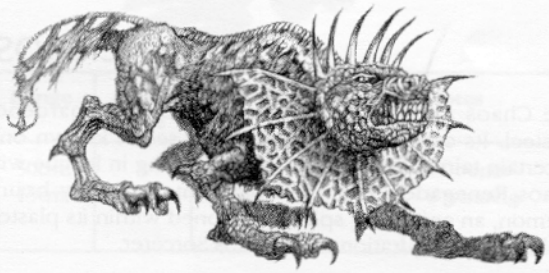


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodletter	10cm	4+	+5	None	–	–	–	–	Regenerates

FLESHHOUNDS OF KHORNE

Fleshhounds are the hunting beasts of Khorne. Faultless trackers and merciless in the chase, the hounds make implacable foes. Those marked as quarry for the hounds are doomed to be run to ground and torn to shreds beneath their red, dripping fangs.

Khorne has a particular hatred for magic and Fleshhounds have special magical collars which ward off its effects. This means that Fleshhounds are immune to psychic attacks from whatever source, eg Mind Blasts from Eldar Warlocks, and psychic attacks from Space Marine Librarians and Ork Weirdboyz.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fleshhound	20cm	None	+2	None	–	–	–	–	Immune to psychic attacks

FIENDS OF SLAANESH

Fiends of Slaanesh are unnatural mixtures of scorpion, reptile and human. With a strange and scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and seek to overcome their prey with their **soporific musk**. This has the effect of reducing their opponent's close assault factor by -1 in the case of troop stands, but not vehicles, as the musk is too weak to penetrate them. The soporific musk has no effect on troop stands of machines such as robots, Wraitguard, etc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Fiend	15cm	None	+1	None					Soporific musk

DAEMONETTES OF SLAANESH

The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve the Lord of Pleasure's desires in many ways. Daemonettes have a perverse beauty, unnatural and disturbing. Though they are fearsome fighters in their own right, each Daemonette is an adept of the forbidden arts and will not hesitate to use its power. Daemonettes can evoke an aura of **euphoric ecstasy** in the weak-willed, leaving them virtually helpless.

Any unit that is attacked by Daemonettes must take a morale check in the close combat segment, even if it is not already broken. If the test is failed the unit enters a blissful, euphoric state that leaves them completely vulnerable to the Daemonettes or any other unit that attacks them. Any models in the unit that are engaged in close combat that turn automatically lose and are eliminated. This ability cannot affect machines which have no crew (such as robots and Eldar Wraithguard) and has no effect on other daemons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Daemonette	10cm	4+	+4	None	–	–	–	–	Euphoric ecstasy

CHAOS ANDROIDS

The Chaos Android is a shining skeleton of hardened plasteel. Its cunning construction is a secret known only to certain tainted Squat fabricators working in league with Chaos Renegades. Each android contains a tiny bound daemon, an animating spirit imprisoned within its plasteel shell by the conjurations of a Chaos Sorcerer.

The contained daemon hates being trapped in this way and will do anything to escape, but it is bound to obey any direct order it is given. The daemon will always try to interpret any command in as perverse a way as possible in order to avoid doing what it is supposed to.

Chaos Androids are just as much daemons as robots and are therefore considered to be daemons for rules purposes, for example if attacked by a Librarian's *destroy daemon* ability. They fight as troop stands, five models to a stand, in units of four stands.

To represent the Chaos Androids' determination to deliberately misinterpret orders wherever possible order counters are placed in a slightly unusual way. Once all other order counters have been placed, including Eldar orders from a Warlock, both players roll a D6 for each Chaos Android unit on the table. The player with the highest score may place whatever order counter he wishes, so the Chaos Androids are still moved and fight under the control of their own side but must do so with the orders they have been given. This means that sometimes their orders will be inappropriate because the bound daemons have perverted the command they would normally have been given.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS ANDROID	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.

DAEMON ENGINES OF KHORNE

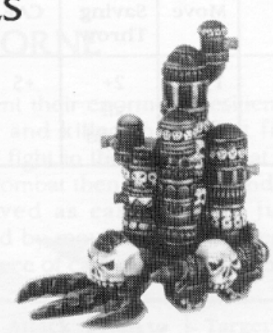
Though Khorne despises magic as unfitting for a warrior he does not rely on swords and axes alone to gather souls. Technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khornes weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels.

To represent their relentless advance Daemon Engines must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are powered by psychic energy released by bloodshed and violence. Their potency increases if the battle is going well for the armies of Chaos. This success is dependent on whether Chaos is winning by scoring more victory points. If Chaos has the most victory points during a turn all Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are equal or your opponent has more points no extra benefits are received.

TOWER OF SKULLS

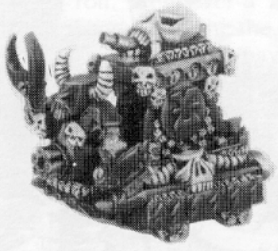
The Tower of Skulls is a wheeled Daemon Engine of Khorne which carries tall gun towers made from piles of skulls and has a massive three-tined pincer on its front. The numerous cannon and bolters mounted in the skull-encrusted towers can fire all around and the frontal pincer is capable of crushing armoured vehicles like eggs. Towers of Skulls normally take advantage of their armament by plunging into the midst of enemy formations so that they can first crush their foes and then blast away in all direction to cause maximum mayhem.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

DEATH DEALER

Death Dealers are huge mobile siege towers which carry resolute warbands of fanatical Khorne Warriors into battle. At the front of the machine a gigantic mechanical Chaos Warrior wields fearsome close combat weapons and a gatling cannon. Behind the Chaos Warrior is a tower with a large cannon mounted on top. It is here that the warbands wait to disembark and from here that the mechanical Chaos Warrior is controlled. A Death Dealer can transport up to five troop stands, and these embark and disembark according to the normal rules for transport vehicles as described in the Space Marine rule book.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands

CAULDRON OF BLOOD

The veins of daemons flow not with mortal blood but the red-hot lava of daemon blood. A huge, bubbling cauldron of daemon blood is carried on top of the Daemon Engine to supply the great cannon which juts out of its front. Once targets are within range a great gout of blood is fired through the projecting nozzle, raining the foe with molten lava. Like all Daemon Engines the Cauldron of Blood also carries massive combat blades on its prow to slice through the opposition.

The blood cannon's fire is represented by the lava template. To use this weapon place the template so that the pointed end is touching the Cauldron and the broad rounded end lies within the normal 180° frontal fire arc. Anything under the template is within the firefall and will be hit on a roll of 4, 5 or 6. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the blood cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's hit roll.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Template		4+	-1	+1 bonus if winning

MORTAL FOLLOWERS OF CHAOS

CHAOS SQUATS

Chaos Squats are the armourers and artificers of the armies of Chaos. With devilish cunning they construct weapons and engines of war which defy sanity. Each new creation is magnificently built to evoke the correct aura of terror and majesty. It is thought that the Chaos Squats are responsible for the maintenance and construction of Chaos Titans and the fearsome Daemon Engines of Khorne. Chaos Squats also fight with unparalleled ferocity in the field of battle, favouring heavy fire power to slaughter their foes. A troop stand of Chaos Squats comprises five Chaos Squat models on an epic plastic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	

JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive steeds of groaning iron and brass. Their heavy, wide mouthed heads are filled with brazen fangs and their thick, powerful legs drive forward a huge body taller than a man and many tons in weight. Ridden by favoured Champions of Khorne a unit of Juggers is an awesome sight and their thundering charge is almost unstoppable!

To represent their enormous resilience Juggers that have been shot and killed in the first fire segment are still allowed to fight in the close combat segment. If they win the close combat then both they and any defeated enemy are removed as casualties. A Juggernaut stand is represented by mounting two Jugger models on a 20mm x 20mm piece of card or a standard plastic epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
JUGGER	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge

TROLLS AND MINOTAURS

When Chaos Renegades set sail into the warp they often take creatures of Chaos with them as mascots, hunting beasts or just extra muscle. Most commonly encountered are Trolls and Minotaurs, giant bipedal creatures of fantastic strength and endurance. It has been theorized that these creatures are a form of mutated Ogryn but there is little evidence to support this. Fortunately, Trolls and Minotaurs aren't very intelligent and use little in the way of technological weapons or armour. Trolls are particularly prone to forgetting what they are doing, and to represent this you must roll a D6 for each band of Trolls in the orders phase. On a roll of 1 or 2 the Trolls forget what they're doing and shamble around on advance orders. On a 3 or more they remember they're supposed to be hitting people and have charge orders for the turn.

Trolls and Minotaurs always have a save of 6+ (ignore the attacker's saving throw modifier). Additionally, Trolls are renowned for their ability to regenerate hideous wounds in a matter of moments. To represent this they have a special extra saving roll. Whenever a Troll has been hit and failed its saving throw place the the model on its side instead of removing it. The model may not be attacked while on its side, and does not count as a destroyed model toward the unit's break point. Roll a D6 in the end phase. On a roll of 1-3 the model fails to regenerate and is removed from play as a casualty and counted against the unit's break point as normal. On a roll of 4-6 the model regenerates and is placed back on its feet.

Troll and Minotaur stands are represented by mounting a single Troll or Minotaur as appropriate on a 20mm x 20mm piece of card or a standard plastic epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
TROLLS	10cm	6+	+5	None					Regenerates
MINOTAURS	10cm	6+	+5	None					

SLAANESH BEAST RIDERS

The Beasts of Slaanesh are strange bipedal creatures, combining the physical aspects of horse and ostrich. Champions of Slaanesh sometimes ride such beasts into battle. Slaanesh Beasts are very fast and use their long tongues to ensnare their foes, dragging the victim onto the weapon of their rider. A stand of Slaanesh Beast Riders is represented by mounting two models on a 20mm x 20mm piece of card or a standard epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	

CHAMPIONS OF CHAOS

Champions of Chaos are mortals who have sold their souls to Chaos in exchange for unearthly power. Only a person who consciously dedicates himself to a Chaos Power can become a Chaos Champion. The Power recognises in the individual a useful servant and ally. The individual recognises in the Power a means by which he can gain mortal success, perhaps to overcome some terrible enemy or adversity. A Champion's motives can be many and varied: revenge for past injustices, liberation from oppression, personal ambition, conquest. A Champion of Chaos may even be driven by an apparently incongruous emotion such as the defence of his loved ones or a desire to aid the poor. Any great need or want can drive a person into the arms of Chaos. A factor which drives many into that embrace is fear of their own mortality, for a Chaos Power has the ability to grant immortality as a daemon, although few Champions are granted this boon.

Champions of Chaos become powerful individuals under the patronage of their gods, quickly attracting a devoted group of followers. Rewards granted by their patrons give them superhuman strength and vitality. This and Chaos-wrought weapons and armour make them powerful opponents. Because of the auspices of their gods Chaos Champions have a saving throw of 6, regardless of the attacker's saving throw modifier. Champions of Chaos have a saving throw of 4, 5 or 6 on a D6 against psychic attacks such as an Eldar Warlock's Mind Blast.

A Champion of Chaos stand is represented by mounting a single Champion of Chaos model on a 20mm x 20mm piece of card or a standard plastic epic base. If you like, you may add a few extra models to the base to represent the Champion's immediate entourage, and one of these followers can be a standard bearer.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS CHAMPION	10cm	6+	+4	Daemonic Weapon	25cm	1	5+	0	Psychic save 4+

TZEENTCH DISC RIDERS

The Discs of Tzeentch are magical creatures which normally swim through the Realm of Chaos on the tides of warp space, hunting in shoals for vulnerable souls to prey upon. In the material universe they take the form of bizarre disc-shaped creatures which skim through the air, darting and turning like sleek fish. A Champion of Tzeentch may be given one of these sky-sharks to ride into battle by standing on its flat upper surface.

Flying Discs count as skimmers in all respects and can perform pop-up attacks as described in the Space Marine rule book. Disc rider stands are represented by mounting a single Disc rider model on a 20mm x 20mm piece of card or a standard plastic epic base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
DISC RIDER	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer

BEASTMEN

Beastmen make up a large part of the population of the daemon worlds. They are always among the first to flock to a renegade force gathering to raid the Imperium. Cultists can also often easily subvert Beastmen within the Imperium itself to fight on behalf of Chaos. Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. A troop stand of Chaos Beastmen comprises five Beastmen models mounted on a standard epic plastic base. There are three different types of Beastmen in the Imperial Guard and Chaos plastic sets and these can be freely intermixed to produce troop stands of Beastmen with a more irregular and barbaric appearance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
BEASTMEN	10cm	None	+3	Swords/Axes					

CHAOS DREADNOUGHTS

A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely alive remnants of a Space Marine with a complex metal fighting machine, so the Chaos Dreadnought uses sophisticated technology to prolong the lives of Chaos Champions in machine form.

The Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but since then have been rebuilt, often to mimic the form of some daemonic creature. Relatively few survive and they are carefully maintained and repaired when necessary. If a Dreadnought's occupant is killed in action then the Dreadnought is refurbished and prepared for another Champion.

Chaos Dreadnoughts are large machines and relatively cumbersome as a result. They have the same movement restrictions and penalties as vehicles. See the Terrain Chart on the Space Marine summary sheet for details of these restrictions. Dreadnoughts can be armed with a variety of heavy weapons such as auto-cannons, chainsaws, heavy bolters, and many more.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	

CULTISTS

Chaos Cultists may be rebellious Imperial Guard units, local military forces, police, or just ill-equipped brigands who have thrown in their lot with Chaos. Because Imperial Guard equipment is relatively common, Cultists are often equipped in much the same way as Imperial Guard. Their armour and weaponry tends to be battered and neglected, covered with hastily applied Chaos runes and symbols marking their allegiance.

A troop stand of cultists comprises five of any Imperial Guard models from the Imperial Guard plastic set mounted on a standard epic base. If you wish, different models from the Imperial Guard and Chaos plastic sets (such as Chaos Space Marines and Beastmen) can be freely intermixed on troop stands to show how they have been marked by Chaos.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	

CANNON OF KHORNE

The Cannons of Khorne are one of the most hideous engines of destruction created for the Blood God Khorne by the Chaos Squats. Huge carriages of blackened steel ornamented with bronze skulls, the Cannons mount a single heavy tube banded with brass and steel flaring towards a gigantic gaping muzzle. Cannons of Khorne rumble into battle driven by great pressure engines which push them forward on creaking wheels. The charge a Cannon of Khorne fires is drawn from the energies of warp space, directed as a shrieking meteor of flame which melts flesh from bone and burns bone to ash. It takes a considerable time for a Cannon of Khorne to build up enough energy to fire. As it does so a hellish glow grows in its maw and deep rumbles issue from within. Consequently a Cannon may only fire on first fire orders.

When a Cannon is fired roll the artillery dice to determine how many barrage points its shot will hit with. If a **misfire** is rolled the Cannon of Khorne suffers a catastrophic blow-back and is immediately consumed in a massive explosion. If this happens, remove the model and count its loss towards the battery's break point. Otherwise the dice will show a number between 2 and 10 - this is the number of barrage points used to attack. A barrage template is placed over the target model, which can be at any range but must be in the line of sight of the Cannon. See if the shot hits on target by rolling the scatter dice as you would for an indirect barrage (see the Space Marine rule book). If an arrow is rolled the shot scatters 2D6cm off target in just the same way as an indirect barrage (the random destruction wreaked by this device is most pleasing to Khorne). Each Cannon uses a separate barrage template so the barrage points for a battery of Khornate Cannon is never added together as conventional artillery batteries are.

Anything wholly or partly under the barrage template is attacked and hits are rolled as for a normal barrage, and all hits are resolved with a -4 saving throw modifier. Buildings are vulnerable to being hit by Cannons of Khorne and will collapse into rubble if they fail their saving throw.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs Roll artillery dice		-4	Barrage

CHAOS SPACE MARINES

The Chaos Space Marine Legions fled into the Eye Of Terror after the Horus Heresy. Four Legions of Chaos Space Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperors Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guards to Nurgle. The names of these Traitor Legions were struck from all Imperial records and they are hated and reviled by loyal Space Marines.

The Chaos Space Marine Legions are some of the Chaos Gods' most favoured warriors. Many Chaos Space Marine commanders became Champions of Chaos and eventually Daemon Princes. Squads of Chaos Marines will often join Chaos hordes to further the aims of their patron, and at other times companies of Chaos Marines will be despatched with their Daemon Primarch to perform specific missions. Companies of Chaos Space Marines are granted special Chaos rewards by their patron gods, making them even more potent.

A troop stand of Chaos Space Marines comprises four Chaos Space Marine models plus a model armed with a missile launcher. Other Space Marine models can also be freely used to make up troop stands of Chaos Space Marines, and these simply represent Space Marines whose appearance has not been changed by the corrupting influence of Chaos.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
CHAOS SPACE MARINES	10cm	None	+3	Missile Lchr	50cm	1	4+	-1	

CHAOS TITANS

Titans are the supreme fighting machines of the Imperium – towering metal giants armoured in adamantium and armed with the mightiest weapons the Imperial Tech-Priests of the Adeptus Mechanicus can devise. At the heart of every Titan a blazing plasma reactor harnesses the power of the sun to supply the machine's massive energy requirements. Each of these vast war machines requires a substantial crew to control and direct it. Few troops can survive the assault of a Titan's devastating weapons.

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions of the Collegia Titanica split into loyalist and traitor factions, with over half of the Titan Legions joining Horus. Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and devastate the worlds of the Imperium again.

During their long sojourn among the Daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns, and another common change is the addition of long sinuous tails mounting weapons or gigantic blades.

Chaos Titans vary wildly in their colour schemes and baroque decoration, but those aligned to a particular Chaos Power take on the hues associated with that Power: red and brass for Khorne, swirling pastel shades for Slaanesh, electric blues and yellows for Tzeentch and bilious greens and rusting steel for Nurgle. Flags, kill banners and pennants fly from the weapons and arms of Chaos Titans, with the symbol of their Chaos Power or the eight arrowed sign of Chaos prominently displayed.

Cards for Chaos Warlord Titans are supplied in this supplement. They are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. Warhound and Reaver Titans may also be chosen as Minion cards if desired, even though no cards are included here. Simply use the appropriate Imperial cards instead.

Chaos Titans can use any weapons or special devices that Imperial Titans can. In addition there are two weapons which are available exclusively to Chaos Titans: Chaos Titan Tails and the Energy Whip.

CHAOS ENERGY WHIP

The Energy Whip is a close combat weapon used exclusively by Chaos Titans. The triple whip scythes through opposing vehicles and infantry and is capable of inflicting great damage against Titans.The Whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry.

The Whip is used at the very start of the close combat segment, before any close combats are resolved. Roll a D6 for every enemy model in combat with the Titan using the Whip. The enemy model is hit on a roll of 4, 5 or 6, and saving throws are at -1 where taken. An enemy Titan loses 1D6 void shields automatically if hit. If the Titan has less shields than the number indicated any excess is added to the close combat factor of the Titan using the Whip.

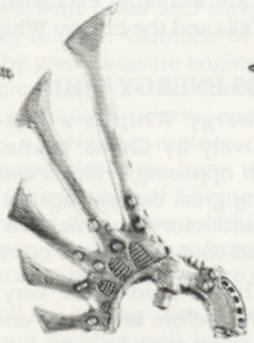
CHAOS TITAN TAILS

Many Chaos Titans have mutated into hellish mixtures of metal and flesh. Some carry extra weapons mounted on long, sinuous tails to crush and gouge their enemies. A Titan fitted with a Chaos Tail adds +2 to its close assault factor.

ELDAR TITANS

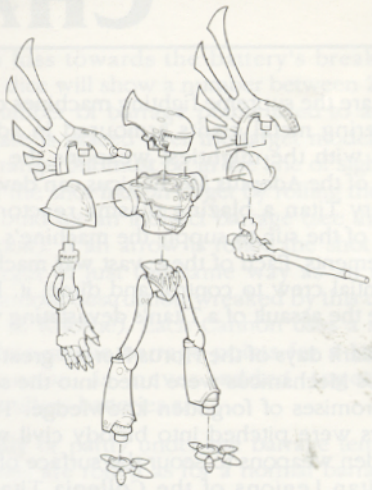
LAS CANNON WING
076404/2

WARLOCK TITAN HEAD
076404/14



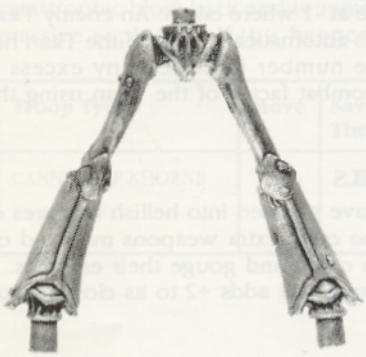
MISSILE LAUNCHER WING
076404/3

HEAD 1
076404/12



EACH COMPLETE ELDAR TITAN CONSISTS OF:
2 x WINGS
1 x LEGS
1 x TORSO
1 x HEAD
2 x FEET
2 x SHOULDERS
2 x WEAPONS
PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN YOU ORDER

HEAD 2
076404/8



LEGS
076404/1

FOOT
076404/7

SHOULDER 1
076404/5

TORSO
076404/4

SHOULDER 2
076404/6

HEAT LANCE
076404/16

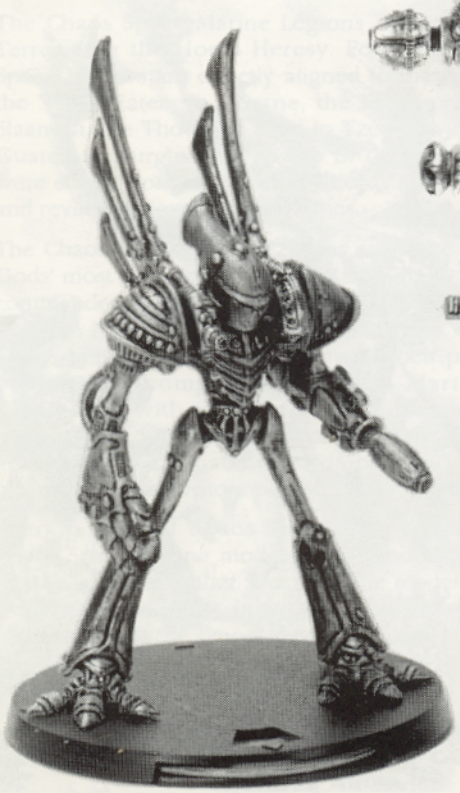
PSY CANNON
076404/15

PULSAR
076404/9

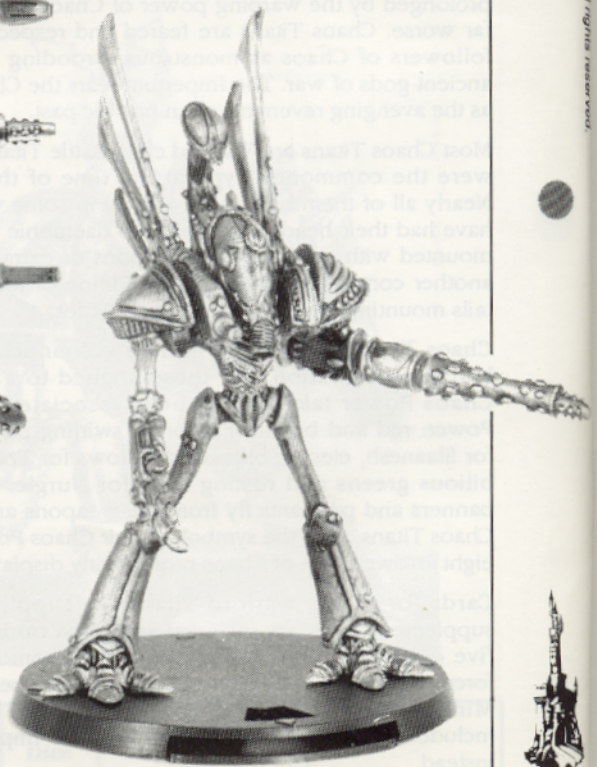
D-CANNON
076404/10

TREMOR CANNON
076404/13

POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE WARLOCK TITAN

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CITADEL MINIATURES

Designed by Jes Goodwin

CHAOS WARLORD TITAN

EACH BOX SET CONTAINS 6 TITAN BODY SPRUES AND 2 TITAN WEAPON SPRUES

Designed by Colin Dixion

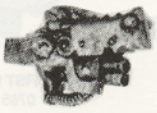
CLOSE COMBAT HEAD 1
076027/2

CLOSE COMBAT HEAD 2
076027/18

KHORNE SKULL HEAD
076027/21

NURGLE HEAD
076027/16

HORNED HELM HEAD
076027/20

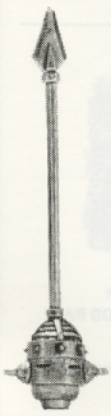


DRAGON HEAD
076027/7

SLAANESH HEAD
076027/9

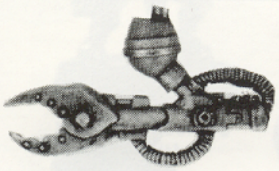
TZEENTCH HEAD
076027/10

KHORNE HOUND HEAD
076027/4



BANNER POLE 1
076027/23

CHAOS ENERGY WHIP*
076027/29



BATTLE CLAW*
076027/44

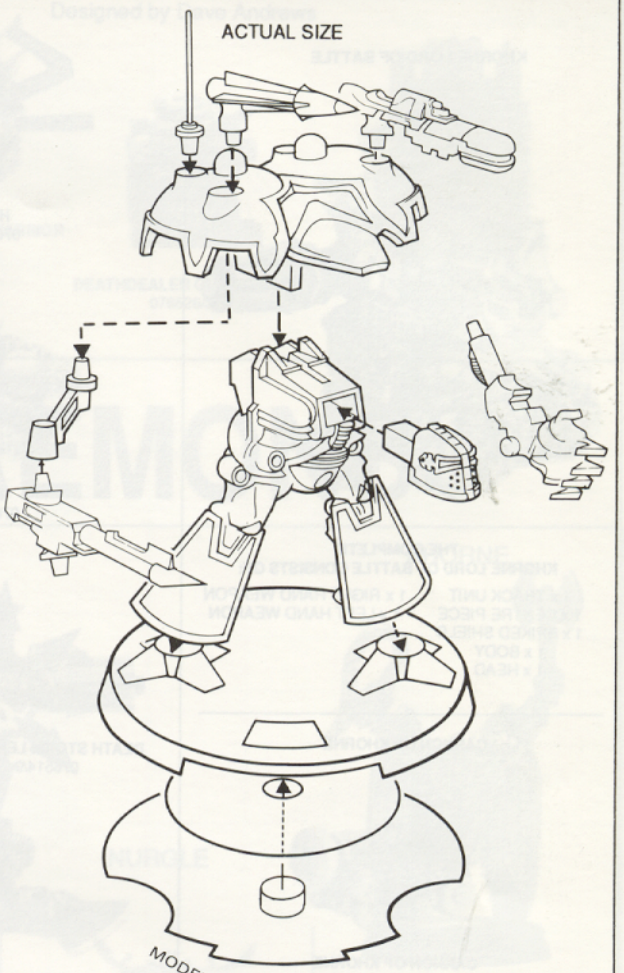
CHAOS TITAN TAIL 2
076027/41

CHAOS TITAN TAIL 1
076027/44

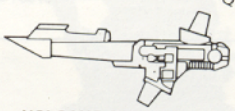
CHAOS TITAN TAIL 4
076027/42

CHAOS TITAN TAIL 3
076027/40

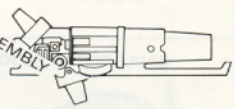
ACTUAL SIZE



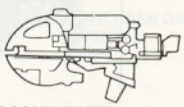
MODELS REQUIRE ASSEMBLY



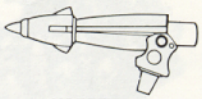
VOLCANO CANNON



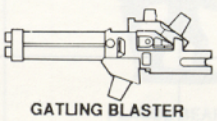
QUAKE CANNON



PLASMA DESTRUCTOR

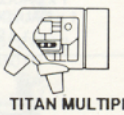


VORTEX MISSILE

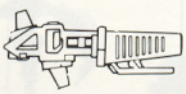


GATLING BLASTER

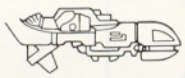
LASER BLASTER



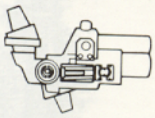
TITAN MULTIPLE ROCKET LAUNCHER



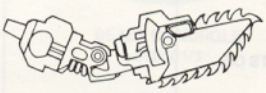
MELTA CANNON



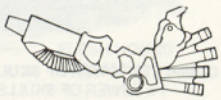
PLASMA CANNON



LAS BURNER



CHAIN FIST



POWER FIST

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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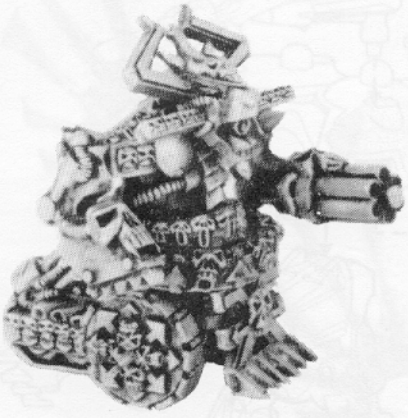
CITADEL MINIATURES

DAEMON ENGINES OF KHORNE

KHORNE LORD OF BATTLE



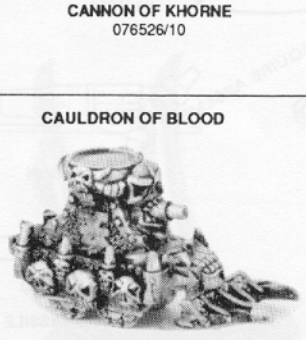
THE COMPLETE KHORNE LORD OF BATTLE CONSISTS OF:

1 x TRACK UNIT
1 x CENTRE PIECE
1 x SPIKED SHIELD
1 x BODY
1 x HEAD
1 x RIGHT HAND WEAPON
1 x LEFT HAND WEAPON

CANNON OF KHORNE

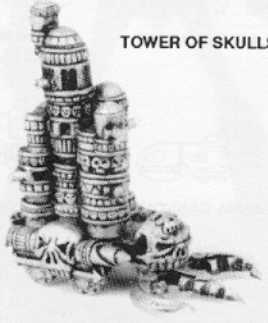
CANNON OF KHORNE
076526/10

CAULDRON OF BLOOD



THE COMPLETE CAULDRON OF BLOOD CONSISTS OF:
1 x CAULDRON OF BLOOD BASE
1 x CAULDRON OF BLOOD TOWER
1 x BATTLE SCYTHE 1

TOWER OF SKULLS

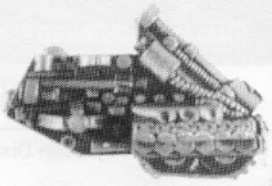


THE COMPLETE TOWER OF SKULLS CONSISTS OF:
1 x TOWER OF SKULLS BASE
1 x SKULL TOWER
1 x BATTLE SCYTHE 2

HEAD
076514/5

CENTRE PIECE
076514/3

BODY
076514/10



TRACK UNIT
076514/1

DEATH STORM LEFT ARM
076514/9

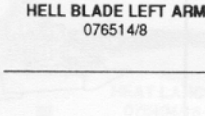
CHAIN FIST RIGHT ARM
076514/7

SPIKED SHIELD
076514/2

HELL BLADE LEFT ARM
076514/8

DOOM BURNER RIGHT ARM
076514/6

WHEEL
076514/4

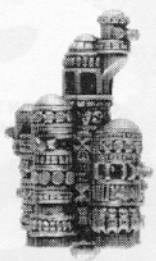


BATTLE SCYTHE 1
076526/6

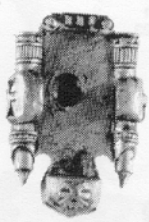
CAULDRON OF BLOOD TOWER
076526/5

CAULDRON OF BLOOD BASE
076526/4

BATTLE SCYTHE 2
076526/9



SKULL TOWER
076526/8



TOWER OF SKULLS BASE
076526/7

Designed by Dave Andrews

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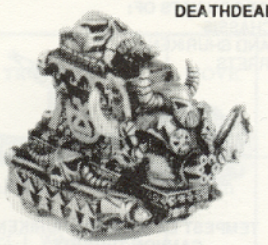
CITADEL MINIATURES

DAEMON ENGINES OF KHORNE

Designed by Dave Andrews

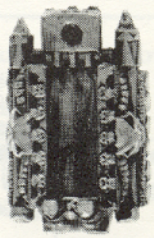
DEATHDEALER



THE COMPLETE DEATHDEALER CONSISTS OF:
1 x DEATHDEALER BASE
1 x DEATHDEALER GUN TOWER
1 x DEATHDEALER MACHINE WARRIOR

DEATHDEALER MACHINE WARRIOR
076526/3

DEATHDEALER GUN TOWER
076526/2



DEATHDEALER BASE
076526/1

EPIC DAEMONS

TZEENTCH

LORD OF CHANGE
076501/8

HORROR
076501/9

SLAANESH

KEEPER OF SECRETS
076501/11

DAEMONETTE
076501/12

NURGLE

GREAT UNCLEAN ONE
076501/1

PLAGUE BEARER
076501/2

KHORNE

BLOODTHIRSTER
076501/5

BLOODLETTER
076501/6

FLAMER
076501/10

FIEND
076501/13

BEAST OF NURGLE
076501/3

FLESH HOUND
076501/7

Designed by Jes Goodwin and Colin Dixion

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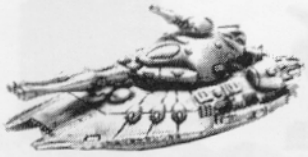
Miniatures supplied unpainted

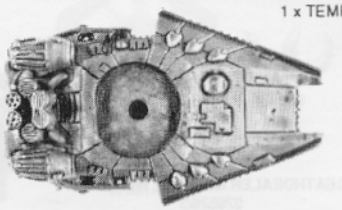
CITADEL MINIATURES

EPIC ELDAR

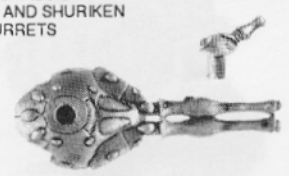
ELDAR TEMPEST GRAV TANK



THE COMPLETE TEMPEST CONSISTS OF:
1 x TEMPEST CHASSIS
1 x TEMPEST LASER AND SHURIKEN CANNON TURRETS

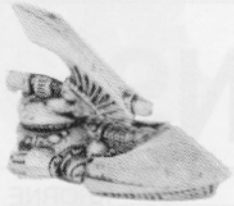


TEMPEST CHASSIS
076429/1

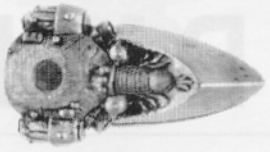


TEMPEST LASER AND SHURIKEN CANNON TURRETS
076429/2

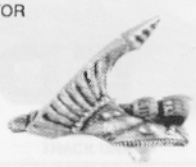
ELDAR WAVE SERPENT



THE COMPLETE ELDAR WAVE SERPENT CONSISTS OF:
1 x WAVE SERPENT HULL
1 x WARP ENERGY GENERATOR



WAVE SERPENT HULL
076429/6



WARP ENERGY GENERATOR
076429/7

ELDAR DOOM WEAVER

THE COMPLETE ELDAR DOOM WEAVER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x DOOM WEAVER WEB SPINNER

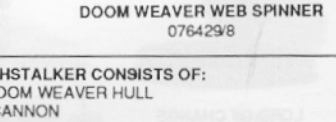
DEATHSTALKER / DOOM WEAVER HULL
076429/4

DOOM WEAVER WEB SPINNER
076429/8

ELDAR DEATHSTALKER

THE COMPLETE ELDAR DEATHSTALKER CONSISTS OF:
1 x DEATHSTALKER / DOOM WEAVER HULL
1 x PRISM CANNON

DEATHSTALKER / DOOM WEAVER HULL
076429/4



PRISM CANNON
076429/7

ELDAR WARP HUNTER

WARP HUNTER
076429/3

ELDAR WAR WALKER
076431/4

ELDAR AVATAR
076404/17

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CITADEL MINIATURES

Designed by Norman Swales with Jes Goodwin

ELDAR DATA SHEET

CHAOS DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GREATER DAEMONS									
KEEPER OF SECRETS	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	
GREAT UNCLEAN ONE	5cm	1+	+7	Stream of Corruption	See above		3+	No saving throw	
LORD OF CHANGE	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer
BLOODTHIRSTER	10cm	2+	+12	Axe & Whip					Skimmer Fights twice in close combat
PRIMARCHS									
ANGRON	10cm	2+	+12	Fearsome Roar	See above		–	–	
FULGRIM	10cm	2+	+10	Soporific Musk	See above				
MAGNUS THE RED	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	
MORTARION	10cm	2+	+10	Plague Wind	See above		–	–	
DAEMONS									
PINK HORRORS	10cm	4+	+4	None		–	–	–	Duplicates
BLUE HORRORS	10cm	None	+1	None		–	–	–	
FLAMERS	15cm	None	+1	Flame	25cm	1	5+	0	Ignores terrain/cover
PLAGUEBEARERS	10cm	4+	+4	None	–	–	–	–	Cloud of flies
BEASTS OF NURGLE	10cm	3+	+5	None	–	–	–	–	Cloud of flies
BLOODLETTERS	10cm	4+	+5	None					Regenerates
FLESHHOUNDS	20cm	None	+2	None					Immune to psychic attack
FIENDS	15cm	None	+1	None					Soporific musk
DAEMONETTES	10cm	4+	+4	None					Euphoric ecstasy
CHAOS ANDROIDS	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	
JUGGERS	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
TROLLS	10cm	6+	+5	None					Regenerate
MINOTAURS	10cm	6+	+5	None					
SLAANESH BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	
CHAOS CHAMPION	10cm	6+	+4	Daemon weapon	25cm	1	5+	0	Psychic save 4+
DISC RIDERS	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer
CHAOS BEASTMEN	10cm	None	+3	Swords/Axes					
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs		-4	Barrage
CHAOS SPACE MARINES	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	
DAEMON ENGINES									
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Lava Template		4+	-1	+1 bonus if winning
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands